

All About Modules

*Square Dance
Calling
With Modules*

by

Calvin L. Campbell

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Introduction

Most of the people who read this book will either be square dancers who are considering learning how to call square dances or square dance callers who want to find out more about calling square dances. If you are a square dancer, you really started to learn how to call square dances the first time you took a square dance lesson or attended a beginner square dance party.

This book is about how to take knowledge you already have and teach you how to recognize it, organize it, and tell other dancers how to do it. Most of the square dance routines, commands, and basics, that you will need to know, are already in your memory waiting to be recalled and put to use.

Every time a caller uses a square dance routine, the dancers memorize the routine and store it in their memory just long enough to dance the routine. If they dance the same routine the next week it will be easier for them to dance.

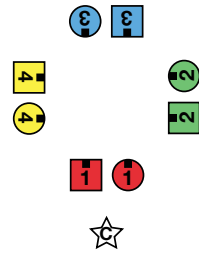
If they don't dance the same dance routine again, soon the memory fades. However, many dance routines are repeated in other dances just because they are part of the flow patterns callers like to use.

Some of the commands — how to **Circle Left and Right** and go **Forward and Back** — probably don't even have to be learned because the memories of how to do these movements were learned as a young child in the games we all played. Almost any dancer can tell other dancers how to **Circle Left or Right** and go **Forward and Back**. That process is essentially “calling” a square dance.

Every square dance routine your square dance teacher used in teaching you how to square dance is in your memory bank someplace. The more times the caller used the same dance routines, the more these routines became imbedded in your memory and the easier it was for you to recall them and dance them.

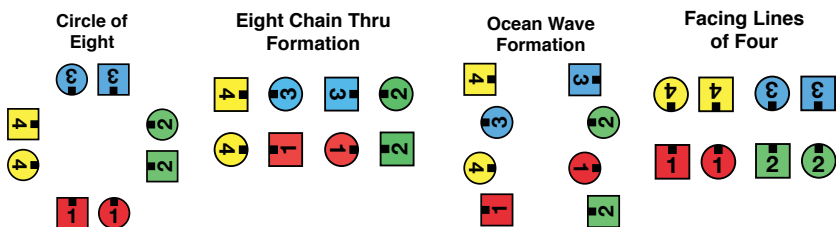
The Start of Modular Choreography

The first time a caller discovered that he/she could take pieces or figures from several different dances and put them together to make a new dance, “module choreography” was born. The terminology “hash call” was invented because callers were mixing together modules or pieces taken from dances such as Colorado Double Star, Arkansas Traveler, and others into a “hash” where the dancer could not easily anticipate what was going to come next. These original modules were often quite long and usually started out from a static Zero Square (ZS), i.e. everyone in sequence and the lady on the man's right as shown in the diagram to the right.



The sequence, of the couples, is numbered starting with #1 couple with their back to the caller. The 2nd, 3rd, and 4th couples are numbered counterclockwise. This state is called the “normal” state.

As new “basics” were added and callers experimented with these new “basics” it became obvious that certain formations, such as Circles of Eight, Eight Chain Thru formations, Ocean Waves and Facing Lines of Four occurred again and again. In 1976, CALLERLAB designated names for a number of these formations that are generally recognized by most square dance callers. These formations have become reference points where callers can plan and call their next moves. These common formations are shown in the diagrams below.



Square dance modules are blocks or strings of calls that start or end at certain reference points where the caller can monitor and control the progress of the dancers. An example of a module from Facing Couples could be:

Star Thru ... Right & Left Thru ... Star Thru ...

By using relatively short modules (strings of calls) joined together in smooth flowing dance patterns, the caller can provide a great deal of variety with a limited number of modules. By interchanging various modules, the caller can create many different dance routines with a limited amount of memory work.

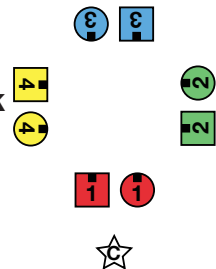
Later in this book, you will be introduced to many other choreographic tools that will help you manage and create and call square dances. You will learn the logic of how square dancing works. You will learn what callers recognize that help them provide variety in the dance routines they call that produce pleasurable dance patterns. You will learn this through the use of modular choreography.

The Starting Point

If you are a new caller, you will need a plan for starting to learn how to call. Probably the easiest way to learn how to use modules is from a Static Zero Square as shown to the right.

Tell the dancers to:

**All eight Circle Left ... Go Forward & Back
... Circle Right to home**



This is a small module or string of calls that you probably learned the first night of lessons. It starts at home position and ends at home position.

The movements of the dancers are easy to follow visually and also as an image in your mind.

Experiment with a couple more strings of calls such as:

Heads/Sides Promenade Half way around the outside of the ring ... Right & Left Thru back to home.

Now get a little more adventurous.

Head/Side Ladies Chain ... Promenade ½ ... Same Ladies Chain ... Promenade ½ ...

Each of the above strings of calls are a “module” that starts and ends in a squared set with everyone at home position. These are called Zero Modules because the effect on the squared set is “zero”. You are back to the same position where you started.

Individual modules can be hooked end to end. Individual modules can also be shuffled in the order they are delivered.

This is a very simple example, but it is the starting point for learning how to use modules to call square dances. Most of these modules are probably taught by every caller in the first two nights of lessons. This means they are probably already part of your memory bank.

With just the above five square dance basics (**Circle L/R, Forward & Back, Ladies Chain, Right & Left Thru, Promenade Half**) you should be able to quickly construct at least a dozen more Zero Modules. As you construct the variations, you will be memorizing them. As you use them, you will soon be able to visualize where everyone should be at any point in the execution of the module. You will know where everyone should be at the end of the module.

Notice that the strings of square dance basics are short and they have a movement (flow) pattern that can be followed easily as a mental image. If you follow the flow of the dancers, the basics used to create that dance pattern come almost automatically from your memory. Here are three more modules you can use to practice this concept.

(1) Head/Side Couples Promenade inside half ... Promenade outside half ...

(2) Head/Side Couples Pass Thru ... Separate Around 1 ... Into the middle Pass Thru ... Split the outside two ... Separate Around 1 ... Down the middle Right & Left Thru ...

(3) Head/Side Couples Promenade outside $\frac{3}{4}$... Side/Head Couples Circle Right $\frac{3}{4}$...

Each of these three modules has a theme and a pattern that make them easy to memorize. # 1 is a pattern that is seldom used by modern square dance callers, but the dancers really like the action. #2 is a pattern called “goal posting”. #3 will be slightly more difficult for the average square dancer because they seldom are asked to **Circle Four to the Right**.

At this point, I encourage you to buy or make yourself a set of square dance checkers. Teacups also work. Then use these checkers to trace the movements of each of the above modules. As you move the checkers around, you will be imprinting the modules into your memory. You are on the way to becoming a square dance caller.

Basic Types of Modules

In order to understand how these modules can be fitted together in various ways, we need to define several different kinds of modules. These will be used as building blocks to create interesting square dance routines. The three most common categories are Setups, Zeros and Getouts.

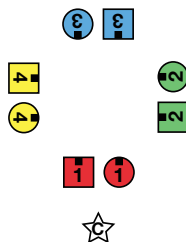
These same categories also provide a convenient way to file and store choreographic ideas. This method has been used for years and years by callers and there are numerous sources of these categories of modules.

Zero Box Modules

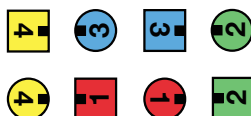
Setup Modules to a Zero Box (ZS-ZB)

A Setup Module is defined as a call or string of calls that move the dancers from a static Zero Square (ZS) to a specific formation and dancer arrangement, (Formation, Arrangement, Sequence and Rotation, — FASR) of the caller's choice. That's a lot of technical words. Let's break it down.

In a Static Zero Square, everyone has their original partner. The lady is standing on each man's right side and everyone is in Sequence. i.e. Counting counterclockwise starting with the #1 couple, the couples are numbered 1, 2, 3, 4. Everyone is standing at home position. This is the start point of any square dance tip as shown below.



A Setup Module will move the dancers from the ZS to some other chosen formation. If the head couples Square Thru Four hands, this sets up an Eight Chain Thru formation as shown below. In addition, everyone is still in Sequence. The square is “re-solved”. i.e., it takes zero calls to reach the point where the caller can call a **Left Allemande** and every dancer will meet their original partner for a **Promenade** or a **Right & Left Grand**.



This particular FASR is labeled a Zero Box or ZB. **Square Thru** is a one command ZS-ZB module.

If the caller starts from a ZS and calls:

Head/Side Couples Right & Left Thru ... Pass Thru ... Separate Around One ... In the middle Pass Thru ...

The destination FASR is still a Zero Box. The string of four calls is a ZS-ZB module. The callers could use the same ZS-ZB module starting with the Side Couples. You will still set up the same Eight Chain Thru formation. The four square dance basics used become the Setup Module.

Here is a second example of ZS-ZB module:

Heads Right & Left Thru ... Sides ½ Square Thru ...



Notice that the set has been turned 180° or flip-flopped. It is still a Zero Box (ZB). The Side Couples can be substituted for Head Couples in the module description and the result is still a ZB.

The advantages for the caller are pretty clear. By using a Setup Module, the caller knows precisely where the dancers should be at the end of the module. The caller doesn't have to follow any key dancers. The caller can watch all of the squares to see if they execute the module correctly. If the majority of the dancers succeed, then the caller has the choice of adding a different type of module called a Zero Module.

Zero Box to Zero Box Modules (ZB-ZB)

A Zero Module (ZB) is defined as a string of calls that move the dancers through several square dance movements to end up back in the same choreographic (FASR) arrangement. The net result of the entire module of calls zero out to where the dancers are back to the same reference point.

For this initial introduction to modular choreography, the example ZB-ZB modules will return everyone to the same geographic spot. Later on, you will be shown other Zero Modules (ZB) that will rotate the square through the four quadrants.

Starting with a Zero Box, have the dancers:

1) Star Thru ... Right & Left Thru ... Star Thru ...

Module #1 only involves facing couples. At the end of the string of calls, everyone is back to an Eight Chain Thru formation and looking at the same person.

2) Swing Thru ... Centers Run ... Couples Circulate ... Wheel & Deal ... Pass to the Center ... Pass Thru ...

In example #2, the active dancers travel across the set and then return to the same geographic spot where they started the ZB-ZB module.

3) Right & Left Thru ... Pass to the Center ... Pass Thru ... Right & Left Thru ... Pass to the Center ... Pass Thru ...

ZB-ZB Module #3 is the standard Chicken Plucker flow pattern that almost every caller uses. In the Chicken Plucker module, the active couples travel across the set to the opposite side of the square and then back to the same geographic footprints. This ZB-ZB module can be broken into two identical strings of three calls each. It makes it easier to remember.

Any of the above modules can be added end to end. If one ZB-ZB module is successful, the caller has the choice of adding a sec-

ond ZB-ZB module or a third ZB-ZB module. If any of the above modules break down the squares, it is a simple matter for the caller to get back where the set is resolved and a Left Allemande can be called. It provides success for the dancers and control for the caller.

Zero Box Getout Modules (ZB-AL)

A Getout Module is defined as the call or string of calls that move the dancers from a specific formation or choreographic arrangement (FASR) back to a Static Zero Square. From a Zero Box the simplest Getout is just to say **Left Allemande**. The Getout may or may not use a **Left Allemande** as part of the module.

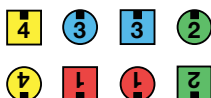
If you have danced for any length of time, you know that Getouts to a Left Allemande are the most popular way to get back to a Static Square. Starting from a Zero Box, have the dancers:

Right & Left Thru ... Dive Thru ... Square Thru $\frac{3}{4}$... Left Allemande ... Promenade

The dancers are on the way back home. Most Getouts are either to a **Left Allemande** or a **Right and Left Grand**. It is assumed that once you get to this point you can get the dancers the rest of the way back to a static Zero Square.

Here is a second Getout that is used extensively.

Star Thru ... Square Thru $\frac{3}{4}$... Left Allemande



The above module places the couples in back to back lines of four. The corner is still clockwise from the man. Some adjustment is necessary to reach the **Allemande Left**. Both of the above modules would be labeled as ZB-AL modules.

Setup modules are used to start a square dance routine and Getout modules are used to end a square dance routine. Each of these type of modules can and should be composed of interesting choreography. This will be discussed in detail later. In some cases, you may use nothing more than these two modules. However, in between these two modules, you can place several other kinds of modules to extend the routine and to provide more variety and fun for the dancer.

Zero Line Modules

Setup Modules to a Zero Line (ZS-ZL)

Normal Facing Lines of Four are a very common formation found in square dance routines. In a Zero Line formation, two normal couples — “normal” meaning a man with a woman on his right side — compose each line. The traditional Setup to a Zero Line (ZL) is to have the:

Heads/Sides Lead Right ... Circle to a Line ...

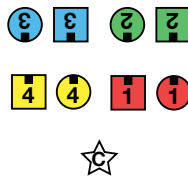
For the Head couples, this results in the ZL shown to the right.

As **Circle to a Line** has fallen out of favor, the following module has become more popular.



Heads/Sides Lead to the Right ... Circle Four three quarters ...

The diagram below shows the end FASR when the head couples are the active couple.



In both of these diagrams, all the couples are in sequence. The corner lady for the end men is across the set in the opposite line. The corner lady for the men in the middle of the line is beside him. The set is said to be resolved. All the caller has to do to Getout is add a **Left Allemande** & etc.

Here is one more Setup Module to a Zero Line.

Four Ladies Chain $\frac{3}{4}$... Heads/Sides Star Thru ... Pass Thru ... Star Thru ... Pass Thru ... Bend the Line ...

Zero Line to Zero Line Modules (ZL-ZL)

Zero Modules from Zero Lines usually rotate the square 90° or 180°. Here are a couple of Line Zeros that return the dancers to the exact starting position.

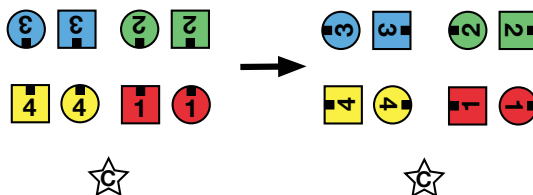
Pass Thru ... Bend the Line ... Right & Left Thru ... Pass Thru ... Bend the Line ... Right & Left Thru ...

Pass Thru ... Wheel & Deal ... Double Pass Thru ... 1st Couple Left, Next Couple Right ...

Zero Line Getout Modules

The classical Getout from a Zero Line is:

Star Thru ... Square Thru $\frac{3}{4}$... Left Allemande



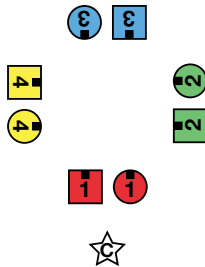
Just to show something different in a Getout.

Pass Thru ... Wheel & Deal ... Centers Star Thru ... Lead Right ... Left Allemande

Zero Square Modules

Setups to a Zero Square

Lastly, we should discuss modules as related to the Zero Square. This is the starting FASR shown below.



There are really no documented Setups to a Zero Square unless you want to count the caller saying, “Square up”. You have already been introduced to modules for a Zero Square at the start of this book.

Zero Square (ZS-ZS) Modules

There are hundreds of Zero Square (ZS-ZS) Modules. Probably the oldest is the **Grand Square**. It is a ZS-ZS module that has its own name.

Allemande Thar Stars, Slip the Clutch, Alamo Style, Four Ladies Chain, Circle L/R, Ladies Center and Men Sashay, are all examples of square dance basics that are designed to be used from a Zero Square or some other version of a normal square.

DoPaso started life as a facing couple zero and now is only seen in a Circle Eight. Here is an example of a ZS-ZS module using Ladies Center & Men Sashay in combination with DoPaso.

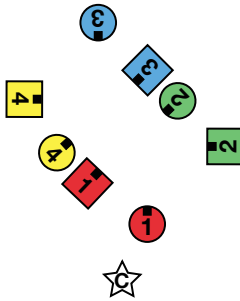
Circle Left ... Ladies Center Men Sashay ... Circle Left ... Ladies Center Men Sashay ... Circle Left ... Do Paso ... Four Ladies Chain ... Promenade Home

Another example that dances very smoothly used to be named the “Triple Allemande”:

Allemande Left ... Ladies Star Right ... Allemande Left ... Men Star Right ... Allemande Left ... etc.

Still another example can be found in an old singing call figure from “Trail of the Lonesome Pine”:

Heads/Sides take your corner Forward & Back ... Same 4 Circle Left ... Same 4 Star Left ... Arm Turn Partner Right ... Allemande Left ... etc.



Using Modules to Call Square Dances

In the examples used to introduce the concepts of modular square dance choreography, you have been shown a variety of Setups, Zeros, and Getouts from Zero Boxes, Zero Lines and Zero Squares. If you memorized just these example modules, you could easily call an entire square dance.

If you are just a beginning caller, I suggest that you don't get that ambitious yet. However, if you are a beginning caller, you have probably recognized a lot of strings of "basics" that you have danced many times. As a dancer, you didn't need to know they were modules. As a caller, they become one of the tools to provide a great deal of variety in choreography.

When you first try to memorize any module, stay with patterns you have danced. As you practice the memorizing process, you will find it helps to mentally follow the pattern of movements the dancers make. Pick out a short module of three or four commands that only involve two facing couples, and walk the pattern. These are labeled as Facing Couple Zeros (FCZ). Figure out where you are in relation to the other three dancers. Figure out what is occurring as the result of each command. What is the formation? What is the arrangement of dancers?

When you are first starting, stay with modules that use only "Basic" square dance commands. These are the actions that are used the most to move dancers around. Let's examine a simple command string of three basics.

Star Thru ... Right & Left Thru ... Star Thru ...

Star Thru – The couples are still facing in normal position with the lady on the man's right. The two ladies have exchanged places. The foursome has rotated 90°.

Right & Left Thru – Two couples have exchanged places.

Star Thru – The foursome is back to their original tracks.

In doing this simple exercise, you are mentally following the dancers. The process helps you memorize the module. You know where the module starts and know where it ends. If the dancers break down, you can instantly spot the broken sets or broken couples. You don't have to depend on watching key couples. Instead, you watch the entire floor.

That seems pretty simple, so try another FCZ module with a different floor pattern.

Circle Left $\frac{3}{4}$... Veer Left ... Bend the Line ...

Circle Left $\frac{3}{4}$ -- The same couples are facing but the foursome has rotated 270° .

Veer Left – It's now a normal right hand two faced line. Everyone is very close to a zero point.

Bend the Line – Everyone is back home to a zero position.

If you can follow the pattern in your mind, you are also probably able to recall the string of three commands that form the pattern. You know where it started and you know how it flowed. You also know what to do to get everyone back to a zero point.

Here is a second variation on the same theme:

Circle Right $\frac{3}{4}$... Veer Right ... Bend the Line ...

The theme of the module is Veer Left or Veer Right. What happens to the flow if you start with a Veer Right ... Bend the Line? What direction would the foursome have to circle to reach the zero point? How far do they need to circle? Would the following work?

Veer Right ... Bend the Line ... Circle Right $\frac{3}{4}$...

Next, look at some things that are similar about the modules featuring the square dance command Veer. **Circle Left – Veer Left. Veer Right – Circle Right.** This makes it very easy for the caller to remember the modules and you have enough material for a good part of a tip.

Now that you have the modules memorized and have used them in a tip, are you expected to recall these modules a week from now? No! However, it would be wise to make up a 3 by 5 card with the commands for these modules. In an upper corner, of the card, put the word Veer and FCZ.

An Initial Plan of Action

The art of calling a “good square dance” is to let the dancers dance. This means calling lots of routines that they know very well, and mixing in just a few things to spice up some of the dance routines. Square dancers like to be surprised, but not very often.

Modules are very good tools for adding in little surprises in the middle of dance that the average dancers can do with little or no active thought.

Step 1

As a starting caller, you need to learn the modules and dance routines the square dance audience can already dance well. Fortunately, these are also the dance routines and modules that you have been dancing for, probably, years. You just need to identify them and organize them. You will find that calling most of them will be easy because you have danced them so many times, the routines are firmly fixed in your memory banks. You will only need to practice calling them.

Just as it took time and practice to learn how to square dance, it will take time and practice to learn how to call square dances. Your first task will be to pick out two Setup Modules, a couple of Zero Modules and a Getout Module and practice using them in a patter call.

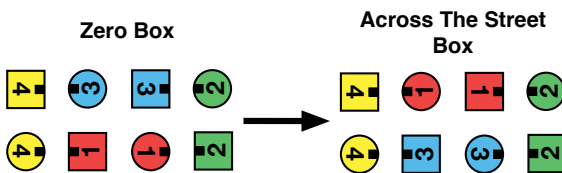
Don't pick out difficult choreography or lengthy modules. Each module should be able to be followed, in your mind, as you call the module. Each module should be no more than a string of five calls.

A good framework for your first dance is to use the Chicken Plucker module. Most square dancers will be able to dance this module without error. Since you have also danced this module countless times, you should be able to visualize the progress of the dancers moving through the module.

The first Setup you choose will probably be a **Square Thru**. That's fine. You already know that will Setup a Zero Box (ZB).

Next, pick out a Facing Couple Zero, such as the one featuring **Veer**, and practice calling it until you can easily retrieve the string of calls, from your memory, and spot when the square has resolved back at a Zero Box. Don't depend on watching every movement created by the module. Rely on your memory to fetch the next call in the string.

The Chicken Plucker module starts with a **Right & Left Thru**. Then the module moves the active couples (Head Couples or Side Couples) across the set with **Pass to the Center ... Centers Pass Thru**.



You should not have to follow this action by watching specific dancers on the floor. You should know, in your mind, what is happening. After the first three calls, you know the active couple is across-the-street. All you have to do is to watch the flow of the dancers moving throughout the hall.

Now repeat the same three calls (**Right & Left Thru ... Pass to the Center ... Centers Pass Thru ...**) again. You know the dancers should be back to a Zero Box. This is a visual checkpoint where you can glance at a couple of squares to see if they made it. If some or most of them did not execute the module correctly, this is the time to bail out to a **Left Allemande** and try again.

If most of the squares have successfully completed the modules, then use the Getout Module you have memorized.

Then try the same sequence with the Side Couples active. Don't worry about the square dancers wanting any surprises worked into the routine. They are rooting for you to be successful with getting them back to home. That is all they want.

Step Two

The next step is to insert a short Facing Couple Zero at one of the six places in the Chicken Plucker ZB-ZB Module, shown below, where couples are facing.

Right & Left Thru¹ ... Pass to the Center² ... Centers Pass Thru³ ... Right & Left Thru⁴ ... Pass to the Center⁵ ... Centers Pass Thru⁶ ...

There are numerous examples of Facing Couple Zeros in the FCZ Appendix. Pick just one. Try to choose one that is only three calls in length.

Practice inserting the FCZ at different places in the Chicken Plucker Module. Notice the reactions of the dancers. Did the inserted FCZ module flow well? Were the dancers able to move to the next facing couples point in the Chicken Plucker?

If you find that the process of inserting one FCZ into the Chicken Plucker Frame is relatively easy for you, then try a second FCZ. As you do this you are gaining confidence that you are in control of every step of the execution of the dance routine. You know where the dancers should be every step of the way.

Step Three

Many callers never get beyond using the Chicken Plucker Module and Facing Couple Zeros. This is a mistake. You should strive to build up dance routines (collections of modules) that operate out of at least three formations (FASRs). 1) Eight Chain Thru (ZB). 2) Static Zero Squares (ZS). 3) Facing Lines of Four (ZL).

There are several other FASRs that some callers use. Across the Street Boxes and Right Hand Two Faced Lines are examples. Systems such as CrAMS use modules from Corner Lady Lines, Right Hand Lady Lines, and Opposite Lady Lines.

These modular management systems will not be discussed in this book because they need to be studied only after mastering the basic recommended system.

Getting Organized

As you memorize more and more modules, you will find that keeping track of these modules will become a major task. Instead of depending on just your memory to keep track of all the modules, you need to set up a system for categorizing and filing the modules in written form. If you use a laptop computer, this book will provide one method that can be used. All of the modules in the various appendixes are available as Microsoft Word files from the author. (calcampbl@gmail.com)

You are encouraged to plan tips that include Setup, Zero and Getout Modules. Use a word processor to copy and paste modules onto individual pages. Give each page (file) a name that will identify the module set. File the pages (files) in a file folder. Display the page on your laptop computer. If you don't use a laptop computer, the same process can produce pages in a three ring binder notebook.

The modules to be used, in any tip, can be reviewed in your notes in a couple of minutes between tips. Concentrate on the patterns and/or basics you will use during the next tip and you will find that the modules will be much easier to remember. I don't advocate reading your dance material, but it is certainly acceptable to have the modules you plan to use, displayed in a large font on the computer screen. You will be surprised by how much a quick glance at written notes will refresh your memory.

Also remember that you should be using relatively short strings of calls. The dancers in the squares should seldom be more than three calls away from a **Left Allemande**. Keep your eyes scanning the whole floor and if too many sets are crashing, bail out and start again.

In the early stages of learning to call, don't get overly ambitious. Dancers will be much more sympathetic to dancing short simple routines rather than long complex routines that have a high failure rate.

The system you choose to use should allow you to quickly identify what kind of a module is being shown. I've laid out the basic types you will need to start your filing system. (i.e. ZS-ZB, ZB-ZB, etc.) We'll discuss a few more types of modules you may want to consider using later on in this book.

You will need some way to identify why you want to use a particular module. As an example it could contain a "basic" that you want the dancers to use. You may want to underline or highlight the "basic" in each module.

You could choose to add notes to some of the modules detailing why you like them. Some very complex modules can take the dancers step by step through several formations and arrangements. You could devise a labeling system that would identify specific FASRs. We'll discuss some of those options later in this book.

Keep in mind that the concepts discussed later in this book are not essential. They are the frosting-on-the-cake you can play with

when you get the time and encounter really good dancers. The basic categories listed in the first part of this book will store almost any modules worth creating.

Finally, this book is a searchable .pdf file. If you are using Adobe Reader you can search for any string of text. You can also cut and paste from this copy to a word processor. This will allow you to create a customized card file or notebook file of the modules you particularly like.

The Game Plan

Once you have a collection of modules memorized and/or organized in written form, you need to lay out “game plans” for entire dances. “Game plans” make you a more successful caller. They separate you from the general pack of callers that just step up to the mike and hope for the best. “Game Plans” help make you the star.

As with any game plan, you may not be able to follow that plan, but the process of making a “Game Plan” will help you to not fall into the trap of being boring and just calling the same old stuff over and over.

Game plans can have several components. What do you want to call the first tip to test the knowledge of the dancers? What basics do you want to highlight during this program? Which modules are considered easy, medium or hard for a particular club or event? What mix of formations and arrangements do you want to program for this game plan? What themes do you want to use in this program?

There is a misconception, among some callers, that MWSDers need constant surprises to keep them on their toes. While some square dancers enjoy testing their knowledge, each and every step

of the dance, the average square dancer is happy just dancing. The average square dancer needs variety but not difficulty in the routines they dance.

Any good game includes different options. If you can't use a "planned" module because the dancers will likely fail to be able to dance it, have alternate modules that are easier to dance.

If you choose to list alternate modules on paper then you might want to list the modules in the order of complexity. This way you can start with the modules that are the easiest to dance and proceed to the modules that present more of a challenge.

One of the main tools for injecting variety into the dance routines is to change the formation. In this book, you have been introduced to three Formations. i.e. The Static Zero Square (ZS), Zero Box (ZB) and Facing Lines of Four (ZL). Make plans to use all of these formations in your game plan. Here are examples of some of the types of tips you could prepare.

ZB-ZB Chicken Plucker Tip

This tip will be the most familiar to the average square dancer. It is estimated that 80% of the square dancing done in the U.S. is done using the Chicken Plucker Frame. Look in the material already described and the appendixes for numerous examples.

ZL-ZL Tip

Build whole tips around Facing Lines of Four (ZL-ZL). Choreography from this FASR tends to spin and turn the set. Since this FASR is really made of up two facing couples, FCZs can also be used.

ZS-ZS Tip

Build tips that use a Zero Square as the start and ending point (ZS-ZS) modules. This will enable you to use “basics” such as **Four Ladies Chain** ($\frac{1}{2}$ and $\frac{3}{4}$), **Alamo Style**, **Circle Eight** ($\frac{1}{2}$, $\frac{3}{4}$), **Promende** ($\frac{1}{2}$, $\frac{3}{4}$), **Allemande Thar Stars**, **Slip the Clutch**, **Grand Square** (Full, $\frac{1}{2}$), etc.

Try these example ZS-ZS modules:

Side Ladies Chain ... Heads Promenade $\frac{3}{4}$... Double Pass Thru ... Cloverleaf ... Double Pass Thru ... Cloverleaf ... Centers Star Thru ...

Allemande Left & Alamo Style ... Heads Walk & Dodge ... Sides Walk & Dodge ... All California Twirl ... 4 Men Reverse Flutter Wheel ...

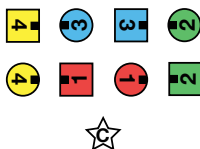
Cloverleaf Theme Tip

You can build many tips around featured square dance basics. This one is built around **Cloverleaf**. This basic is not used very much in MWSDing today. This means the failure rate with some square dancers might initially be rather high.

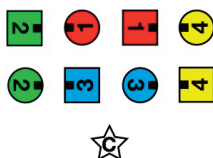
ZS-ZB

First you need some Setup Modules ready so we have a choice of modules to use in setting up a Zero Box. The first ZS-ZB module (1) takes the most conservative approach. The second ZS-ZB module (2) adds just a little more difficulty by turning the set 180° . The third ZS-ZB module is the most difficult because the ZS-ZB modules rotates the set and inverts the couples.

**(1) Head/Side Couples Pass Thru ... Cloverleaf ... Zoom
... Centers Right & Left Thru ... Pass Thru ...**



**(2) Head/Side Couples Pass Thru ... Cloverleaf ... Every-
body Double Pass Thru ... Lead couples California Twirl
...**



**(3) Head/Side Couples Star Thru ... All Double Pass Thru
... Cloverleaf ... Zoom ... Centers Pass Thru ...**



The caller should know what each of these Setup modules does. The caller should be watching, the whole floor, to see how well all the squares are dancing. If enough of the squares are failing, bail out at the end of the Setup module with a Left Allemande, get everyone back to home and try again. Dancer's success = Caller's success.

ZB-ZB

Now, let's assume that almost all of the squares did fine on one or more of the Setups. It's time to expand on the theme of Cloverleaf. ZB-ZB(4) and ZB-ZB(5) each rotate the square 90°.

(4) Pass to the Center ... All Double Pass Thru ... Cloverleaf ... Centers Pass Thru ...

(5) Pass Thru ... Outsides Cloverleaf ... Centers Square Thru ...

These two zeros are designed to put the wind in the dancer's faces. They flow well and each one compliments the other. The caller can do ZB-ZB(4) followed by ZB-ZB(5) and then switch and do ZB-ZB(5) followed by ZB-ZB(4). Each pattern will have a different feel for the dancers.

Keep in mind that every module used does not have to be on-theme. The caller may choose an entirely different ZB-ZB module to provide variety.

At the end of each of the ZB-ZB modules, the caller can choose to exit with a Left Allemande & etc. The time to exit will depend on the enjoyment on the faces of the dancers.

ZB-AL

Getout modules are the frosting-on-the-cake. They should provide something that is different than has been seen in the ZB-ZB modules. Both ZB-AL Getouts below rotate the square 90° and end in an Eight Chain Thru formation, but the Square Thru $\frac{3}{4}$ makes the Left Allemande natural.

(6) Pass Thru ... Outsides Cloverleaf ... Centers Star Thru ... Square Thru $\frac{3}{4}$... Left Allemande

(7) Pass to the Center ... Centers Square Thru ... Cloverleaf ... New Centers Square Thru $\frac{3}{4}$... Left Allemande

And The Rest Of The Story

There are several more types of modules that you may choose to use as your “calling” skills develop. There are also some very interesting things that can be done to expand the ways you can use the modules you memorize.

None of these are essential to the art of modular choreography. Learning how to use them should probably be reserved for after you have completely mastered the material already presented.

Facing Couple Zeros

Some of the most useful types of Zero Modules are those that only require two normal facing couples. I.e. A man with the lady on the man’s right hand side. These are labeled as Facing Couple Zeros (FCZ). The same modules can be used in a Normal Squared Set, Eight Chain Thru formation, and Facing Lines of Four.

A Static Square is probably the easiest formation to learn and test out Facing Couple Zeros (FCZs). First, you need to identify the calls that can be used in Facing Couple Zeros. For this book, we’ll only identify the calls in the Mainstream List. These are listed starting on page 149 with some comments about their use in FCZs.

The FCZ Appendix contains a collection of FCZs that are limited to strings of no more than seven calls. There are good reasons to limit the length of FCZs. Shorter Zeros are easier to memorize. FCZs are often embedded within other longer Zeros.

FCZs Embedded in Zero Squares

Four Ladies Chain Three Quarters¹ ... Four Ladies Chain Across² ... Four Ladies Chain Three Quarters³ ...

The ZS-ZS Module shown above pairs the ladies with three of the four men starting with their partner. At point #1 each man has

his corner lady. At point #2 each man has his right hand lady. At point #3 each man has his partner back.

At Point #1, insert:

Head Couples Pass Thru ... Wheel Around ... Right & Left Thru ... Side Couples Pass Thru ... Wheel Around ... Right & Left Thru ...

At Point #2, insert:

Head Couples Swing Thru twice ... Right & Left Thru ... Side Couples Swing Thru twice ... Right & Left Thru ...

At Point #3 the set is resolved to a Zero Square again.

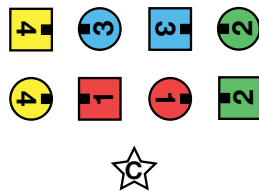
Look at the amount dancing this simple pattern produces. Look at the ease of control the caller has. At any point the caller chooses to exit the dance routine, it's a maximum of two **Lady Chains** back to a Zero Square.

The ZS-ZS Appendix has several more ZS-ZS Modules where FCZs can be inserted. There are five more FCZs in the next example that can be used with the above ZS-ZS module.

FCZs Embedded in Other Modules

The next example is the Chicken Plucker Module. You already know that **Heads Square Thru Four** will setup a Zero Box (ZB) as shown to the right.

In executing the Chicken Plucker Module, there are six points where couples are facing. At each of these points the caller can add in a Facing Couple Zero (FCZ) and then continue on through the module. Here is the Chicken Plucker Module with each point marked with a number.



Head/Side Couples Right & Left Thru¹ ... Pass to the Center² ... Pass Thru³ ... Right & Left Thru⁴ ... Pass to the Center⁵ ... Pass Thru⁶

At each point where there is a number, you can insert a Facing Couple Zero from the list and then proceed on with the Chicken Plucker module.

- (1) Star Thru ... Right & Left Thru ... Star Thru ...**
- (2) Star Thru ... Flutter Wheel ... Sweep ¼ ...**
- (3) Half Sashay ... Box the Gnat ... Right & Left Thru ...**
- (4) Circle Half ... Pass Thru ... California Twirl ...**
- (5) Square Thru ¾ ... Partner Trade ...**

Insert one of these FCZs at point #1. Then proceed with the Chicken Plucker to point #4 and do the same FCZ again. Then proceed through the Chicken Plucker back to the Zero Box. If the dancers have been successful, they have moved through a string of 12 calls depending on the FZCs you picked. Is it time for a Getout?

If you feel it's not yet time to get out to a Left Allemande, follow exactly the same pattern with the second FCZ.

Look at the control this places in your hands as the caller. You have memorized only three Zeros. You know exactly where the dancers should be at any point in dance routine. If you need to, you are only a short few calls from a Zero Box at any point in the sequence you feel you need to resolve the square.

Next, change the Chicken Plucker module just slightly to another Zero Module:

Pass to the Center¹ ... Pass Thru² ... Right & Left Thru³ ... Pass to the Center⁴ ... Pass Thru⁵ ... Right & Left Thru⁶ ...

With just a small change in the rotation of the string of calls, the other couples have become active in the movement across the set to the opposite side and back

FCZs Embedded in Zero Lines.

The next training exercise involves doing the same thing from a Zero Line. Start with a Zero Line Setup (ZS-ZL).



Head Couples Lead Right ... Circle Left $\frac{3}{4}$

...

Add the following ZL-ZL.

**Pass Thru¹ ... Bend the Line² ... Right & Left Thru³ ...
Pass Thru⁴ ... Bend the Line⁵ ... Right & Left Thru⁶ ...**

The facing lines of four can be seen as two sets of facing couples in each line. You can use the same Facing Couple Zeros as listed above in the examples for Box Zeros.

With just this minimal number of modules you can entertain the dancers for several tips. Every time you call one of these modules, it will be easier to remember. In a short time, you will be able to follow the flow of the module in your mind. You will start to see variations that could be used with very little additional memorization.

Stretching Your Memory

One of the easiest ways to stretch your memory is to recognize that many “basics” accomplish the same thing. Two people change places, two pairs change places, pairs are rotated 180°, etc.

For example, Courtesy Turn, Wheel Around, Partner Trade, and California Twirl all end with a normal couple rotated 180°. They all feel different to the dancers, but the end result is the same from the viewpoint of the caller. In any module that contains one of these “basics”, another of these basics can usually be substituted. In some cases, you do need to check the body flow.

Here are several more examples for normal facing couples;

Two Ladies Chain = Reverse Flutter Wheel. The action starts with two normal facing couples and ends with two normal facing couples.

Pass To the Center = Dive Thru

Star Thru = Slide Thru

Arm Turn the Opposite Person ½ = Box the Gnat

Step to a Wave = DoSaDo to a Wave

There are also strings of calls that do the same thing. These are Equivalent Modules and will be discussed next.

People Movers & Equivalent Modules

As modern western square dancing evolved, callers noticed that only a small set of calls were needed to move dancers from one formation and arrangement to another formation and arrangement. The most common basics were **Star Thru, Right & Left Thru, 2 Ladies Chain and Pass Thru**. They were all started from normal couples. They were called “People Movers”. Here are examples.

ZS-ZB_____

Star Thru ... Right & Left Thru ... Pass Thru ...

ZS-ZL_____

**2 Ladies Chain ... Star Thru ... Pass Thru ... Star Thru ...
Right & Left Thru ... 2 Ladies Chain ...**

ZL-AL and ZB-AL_____

Star Thru ... Right & Left Thru ... Pass Thru ...

Now, take a close look at the strings of calls in each of the modules listed immediately above. The commands can be easily rearranged and you still get the same destination FASR. The ZS-ZB module could be:

Right & Left Thru ... Star Thru ... Pass Thru ...

The same thing can be done with the other two modules. This would create several easy-to-remember modules with very little effort.

Since it is very easy to follow the progress of these modules in your mind, they became “frames” where short equivalent modules could be substituted for each of the “People Movers”. The callers could easily track the dancers through the people-mover-frame, add in equivalents here and there, and create a wide variety of square dance routines.

The most used equivalent for **Star Thru** is:

Swing Thru ... Spin the Top ... Right & Left Thru ...

Following this module in your head or by sight is difficult. Instead you just remember the module is the equivalent of a **Star Thru**.

Right & Left Thru equivalents are almost too numerous to count. If you go to the FCZ Appendix, you will find many FCZ modules that contain **Right & Left Thru** at the start or finish of the modules. Remove the **Right & Left Thru** and you have a

Right & Left Thru Equivalent.

Pass Thru Equivalents can be used to create a whole tip based around a theme. Here is a good example:

Right & Left Thru with a full turn = Pass Thru

This action is completely legal, but dancers seldom hear it at the average square dance. You can use it to great effect and the enjoyment of the dancers and only have to keep track that you are doing the equivalent of a **Pass Thru**.

If you put just a little thinking in to this you can construct Facing Couple Zeros. I.e. Two **Star Thru** Equivalents = **Right & Left Thru**.

The Equivalents Appendix contains an extensive collection of equivalents

Fractional Zeros

Fractional Zeros are short strings of calls that have to be repeated 2 or more times before they zero out. They are very well worth memorizing because you only have to remember the short string of commands and the number of times to repeat them.

ZB-ZB Fractional Zeros

The Chicken Plucker Module is really a 2X Fractional Zero. It could be written as:

**2 {Right & Left Thru ... Pass to the Center ... Centers
Pass Thru ... }**

The Chicken Plucker Module could also be written as:

**2 {Right & Left Thru ... Dive Thru ... Centers Pass Thru
... }**

The same module could also be written as:

2 {Right & Left Thru ... Pass to the Center (Dive Thru) ... Centers Pass Thru ... }

Written down in any one of the three ways shown above, you are still getting a lot of mileage in variety in dancing for very little memory work.

The following 2X Fractional Zero provides a Half Sashayed Square Thru 4 and Trade By the second time thru the string of calls. It also flip flops the set.

2 {Square Thru 4 ... Tag the Line In ... Square Thru 4 ... Trade By ...}

3X Fractional Zeros usually put the wind in the dancers faces. They are often hard to follow as a mental image. You just have to trust the fact that the module works. The following example will test the dancers understanding of **Swing Thru** and **All 8 Circulate**. It is a good module for a workshop tip.

3 {Swing Thru ... Cast off $\frac{3}{4}$... All 8 Circulate ... }

ZL-ZL Fractional Zeros

ZL Fractional Zeros often rotate the set. The following 2X Fractional Zero flip flops the set.

2 {Pass Thru ... Wheel & Deal ... Centers Pass Thru ... Star Thru ...}

The following 2X Fractional Zero returns the dancers to the same Zero position.

2 {Pass thru ... Tag the Line ... Centers In ... Cast Off $\frac{3}{4}$...}

3X Fractional Zeros tend to move the dancer through several arrangements.

3 {Pass Thru ... Wheel & Deal ... Double Pass Thru ... Centers In ... Cast Off $\frac{3}{4}$...}

Rotating the Set Through the Quadrants

In the modules described above, there are several examples of rotating the set. To refresh your mind, go back to the example modules on the Cloverleaf in the chapter on Game Plan.

There are many reasons to rotate the set as part of your plan for a tip. First, it takes the dancers away from home position. As soon as the set is rotated, the dancers are not exactly sure where to find the corner. This adds variety to the dance experience.

Second, rotating the set allows the creation of big patterns. These patterns are fun to dance. You will hear the phrase, “Putting the wind in their faces”. Most likely the caller is rotating the set through the quadrants.

Rotating the set in a planned manner is relatively easy. The key is that the caller knows how far the set has been rotated and does the rotation in a planned manner.

The Quadrant Rotation Setups Appendix has many example modules for rotating the square with Setup Modules to a Zero Box and to a Zero Line. Keep in mind that many Box Zeros and Line Zeros also rotate the square.

Conversion Modules

In this book, Conversion Modules will be limited to converting from a Zero Line to a Zero Box (ZL-ZB) or from a Zero Box to a Zero Line (ZB-ZL). This was the original definition and it serves as a good stopping point.

For this book, I’ve chosen to list only short conversion modules with strings of six commands or less. This makes them easy to memorize and they can be used end to end in a tip going from a box to a line and back to a box and so on.

Example Conversion Modules can be found in the Conversion Modules Appendix.

Working Outside of the Box

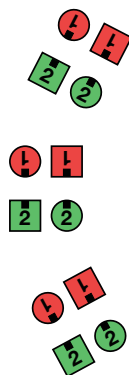
Part of any Game Plan should include dances that can be danced without having to have standard square formations. There are several reasons for doing this. The first and foremost reason is because dancing outside of the square provides variety with little or no extra effort on the part the caller. All you need is to put them in one of several two-couple formations and use Facing Couple Zeros that you have already memorized.

For many dancers, this will either be an entirely new experience or at least an experience they seldom encounter. Once dancers are no longer in a square formation, every “basic” that can be used with facing couples becomes different and fun.

Sicilian Circles

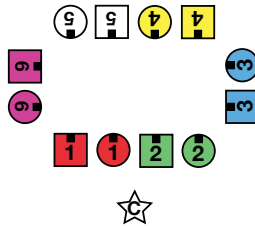
There are several formations you can use. The first obvious formation, is to have scattered mini-sets of facing couples. You can either have them oriented so they are in Head positions or just let them face whatever direction they choose. If you are using modules, you don’t really care. You know when they should be back at the Zero point.

Probably the most useful formation for working outside of the box is a big circle of facing couples as shown to the right. Only part of a big circle is in the diagram. This formation is known as a Sicilian Circle.

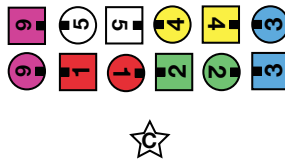


Six Couple Formation

Six couple sets where the couples are arranged in a rectangle are easy to control. Setup the rectangles with two couples side-by-side at each of the head positions and one couple at each of the side positions as shown below



If the head couples **Square Thru Four**, you have a stack of three facing couples.



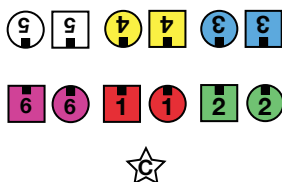
Everyone is in sequence. Everyone can do a Left Allemande and Promenade their partner.

FCZs work very well from this FASR. Then you can call an **Eight Chain Two**. Follow that with a Right and Left Thru Equivalent. Do another **Eight Chain Two** and you are back to a Zero Box. The Zero module would be:

Eight Chain Two ... Right & Left Thru ... Eight Chain Two

You can also do a **Right & Left thru ... Pass Thru ... Outfacers Partner Trade ... Those that can Star Thru ... Same ones Right & Left Thru** and the rectangle will be back to Zero.

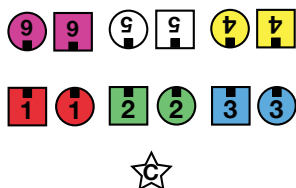
There is an amazing amount of square dancing you can do from facing lines of six. The easiest way to Setup facing lines of six is to have the **Sides Lead Right ... Circle Six to a line.**



All six couple are in sequence so all the caller has to do is to call Zeros that return the couples to a Zero Line of six. The following Zeros work fine.

Pass Thru ... Wheel & Deal (3 by 3) ... Double Pass Thru (3 by 3) ... 1st Three Left, Next Three Right ...

Pass Thru ... Bend the Line (3 by 3) ... Pass Thru ... Bend the Line (3 by 3)



You can call Facing Couple Zeros in this formation. **Star Thru** equivalents, **Right & Left Thru** equivalents, and **Ladies Chain** equivalents also work very well. Don't get very fancy. The people are dancing in a very new formation for them. Just keep the wind in their faces.

The next step is to move people around and still keep everyone in sequence. The easiest module to accomplish this is:

Circle Four 3/4 ... Veer Left ... Couples Circulate ... Bend the Line ...

The following module is another way to accomplish that.

Pass the Ocean ... Swing Thru ... Ladies Trade ... Men Run ... Couples Circulate ... Bend the Line ...

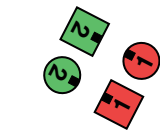
Finish up with a couple of more FCZs, call a Left Allemande and Promenade home. You have a winner with the dancers and you have very little memory work to do.

The preceeding module can also be used for a singing call. Just add 16 beats of action to the front of the module and 16 beats to the end of the module. Here is the whole sequence:

Forward & Back (8) ... DoSaDo (8) ... Pass the Ocean (4) ... Swing Thru (6) ... Ladies Trade (4) ... Men Run (4) ... Couple Circulate (4) ... Bend the Line (4) ... Circle Left (8) ... Circle Right (8)

Double Circle

You can also use a double circle composed of couples in a circle facing the wall and another circle of couples facing the center of the hall. The whole double circle is not shown in the diagram to the right. The #1 couples are standing with their backs to the center of the hall. The #2 couples are facing the center of the hall.



Once again, Facing Couples Zeros work very well in this formation. When you first introduce the concept, use **Circle L/R** and **Star L/R** until the dancers get used to where home position is located. Then use other FCZs.

To proceed to a new couple, just have the facing couples **Pass Thru ... Wheel Left** (or Right) to face a new couple.

Another way to move the couples around the big ring is to have the facing couples:

Circle Four 3/4 ... Pass Thru ... Circle Four 3/4 ... Right & Left Thru ...

By inserting equivalents, in the above module, for **Pass Thru** and **Right and Left Thru**, the caller can create endless variations of this movement pattern.

Finally, the caller can have the inside circle join hands and the outside circle join hands and then **Circle Left** or **Right**. This will put the two big circles rotating opposite directions. Then the circles can be stopped randomly to find a new couple.

This same procedure can be used in working up a singing call in a double circle. Just end the routine with Circle Left eight steps and Circle Right eight steps in the big circle and you have a 16 beat tag at the ending of the singing call. Here is an example of a 64 step dance routine.

Forward & Back (8) ... Circle Left 3/4 (6) ... Veer Left (2) ... Veer Right (2) ... Circle Left 3/4 (6) ... Right & Left Thru (8) ... Ladies Chain (8) ... Ladies Chain (8) ... Big Circles Left (8) ... Big Circles Right (8) ...

A Zero is a Zero is a Zero

This book is organized around Setups, Zeros and Getouts that involve Zero Squares (ZS), Zero Boxes (ZB) and Zero Lines (ZL). As you examine the modules in the various appendixes at the end of the book and other sources for modules, you will notice that other formations and arrangements occur within the modules. Examine the following ZB-ZB Module:

Swing Thru¹ ... Centers Run² ... Couples Circulate³ ... Wheel & Deal⁴ ... Pass to the Center⁵ ... Centers Pass Thru⁶ ...

1) After the **Swing Thru** the (F)ormation is a right Hand Ocean Wave, but the men are in the center of the line. The (A)rrangement of the dancers has changed.

2) After the **Centers Run** the (F)ormation has changed to a right hand two faced line.

3) After **Couples Circulate** the (F)ormation is a right hand two faced line.

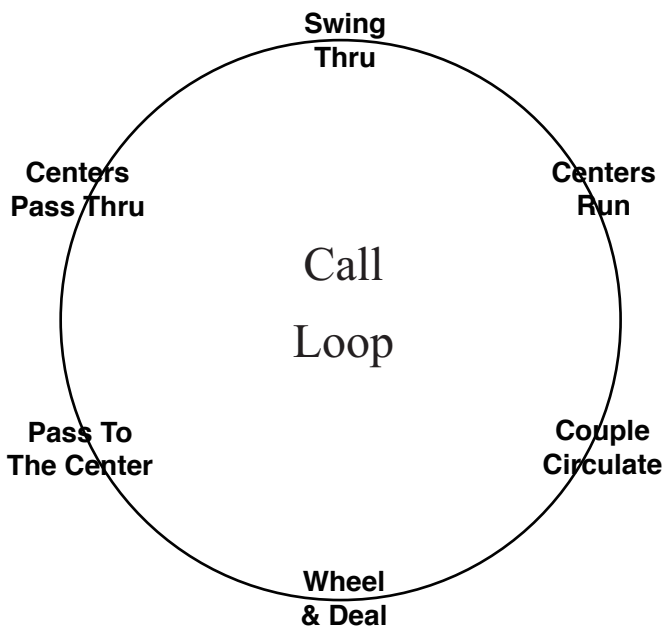
4) After the **Wheel & Deal** the (F)ormation is an Eight Chain Thru Formation.

5) After the **Pass to the Center** the Formation is a Double Pass Thru Formation

6) After the Centers **Pass Thru** the (F)ormation is an Eight Chain Thru formation.

The module is a loop as shown on the next page. The caller can start at any place in this loop and as long as the caller follows the string of six calls, the dancers will return to the same place in the loop.

This is a very important piece of knowledge for a modular caller. It means that by memorizing the string of six calls, the caller really has six modules at his/her disposal.



- Two modules starting from an Eight Chain Thru formation.
- Two modules starting from Parallel Right Hand Two Faced Lines.
- One module starting from a Double Pass Thru formation.
- One module starting from a Right Hand Ocean Wave with the men in the center.

Five of these modules have normal couples. i.e. the lady on the man's right side.

The same five modules keep the same pairs as partners.

The fact that every zero module is really a loop saves the caller a lot of memory work.

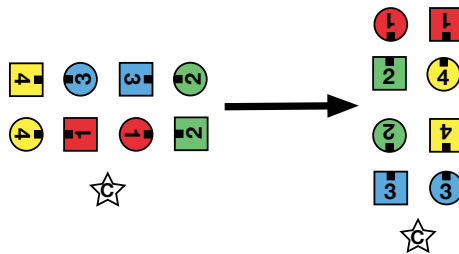
Technical Zeros

There are two classes of Zeros. True Zeros and Technical Zeros. True Zeros maintain the starting FASR. The set may be rotated, but the ending FASR is the same as the starting. If you draw a line around two facing couple each person will be facing the same person at the end of the Zero. They will also have the same person in the partner position.

Let's look at the classical ZB-ZB which is the most used module to invert and rotate the square.

Star Thru ... Pass Thru ... Bend the Line ... Star Thru ...

At the start of this Technical Zero the outside couple has their original partner. The inside couple has their opposite lady in the partner position. At the end of the Technical Zero, the outside couple has their original partner, but if they were the Side Couple at the start of the technical zero, they will be the Head Couple at the end of the technical zero as shown below.



This particular Technical Zero has been given a name by some callers. It is called “Invert and Rotate”. This is because the Side and Head couples are inverted or have changed places. And in doing so, the set is rotated. In this case, from horizontal to vertical. If the Sides are active, the rotation would be from vertical to horizontal. There are lots of Technical Zeros that do not invert and rotate.

Technical Zeros are very useful, but you have to be careful where you use them. In an Eight Chain Thru formation a technical zero will exchange the inside couples with the outside couples. That is fine as long as the inside couples have their opposite in the partner position and the outside couples have their original partner. However, if any other combination of people in partner positions is used, the result will not be a Zero.

As an example, from a Zero Box have the **Two Ladies Chain** and then call the following Technical Zero:



Star Thru ... Pass Thru ... Bend the Line ... Star Thru ...

As you can see, the FASR is nowhere close to a Zero Box.



Technical Zeros in normal facing lines of four move the couples one place clockwise or counterclockwise. If you start in a 1P2P (#1 man with Partner, #2 man with Partner) line, after a Technical Zero you will have a 4P1P line. The pair of facing lines may be rotated or flip flopped, but all the couples will still be in sequence.

The technical reasons for what happens when you don't start from the correct FASR are too complex for the level of understanding expected for the dance material in this book. The best advice is to always start a Technical Zero with the correct FASR.

Occasionally you will still call a technical zero from something other than a Zero Box. If that happens, just repeat the same technical zero and you will fix the problem. i.e. Two Technical Zeros equal a True Zero.

Writing Your Own Modules

First, you must have an idea or a plan. This could be a module that features one or more square dance basics. It could be a plan to move dancers around the floor in a specific floor pattern. The plan could be to explore variations of a square dance “basic” and so on.

Second you need to decide what kind of a module you are going to create. A setup, a zero, a getout, an equivalent?

Finally, you need to assess your own capabilities for memorizing strings of square dance “basics” and floor patterns. i.e. can you easily remember a string of basics that consists of more than eight calls? If you can’t, how long a string of basics can you comfortably handle? Can you follow the movements of the module in your mind? These two constraints will determine how you construct the module.

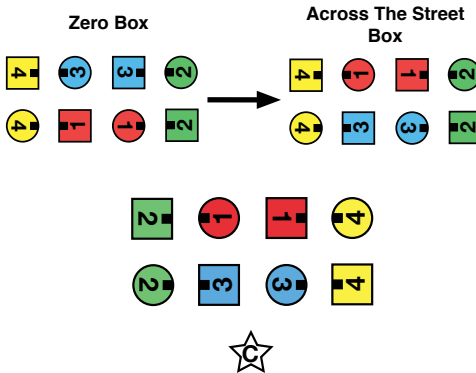
The average caller will find that it is very difficult to memorize strings of more than seven basics. Even seven basics is pushing. When you are just starting to call, you should probably stay with strings of calls no longer than 5 or 6 basics.

When you first start to try and construct modules, you will find that you will quickly get lost and the modules you design will get longer and longer. Sight callers often get into this same jam. To avoid this dilemma, set an initial goal of keeping groups of four dancers together. In a Zero Box, this would be the four people that compose the box. In Zero Lines, it is the adjacent couples in the line.

If you look at the sample modules in this book you will see many example of this technique. In an Eight Chain Thru Formation, if the active couple ends up across the street they have to get back together with the paired inactive couple in the foursome. One couple or the other has to move across the set.

Zero Box Example

If you have moved the heads from a Zero Box across the street as shown in the first diagram below, then you either have to move the head couples back across the street or move the side couples across the street to join them as shown in the second diagram below to get back to a Zero Box.



This could be done by having side couples **Pass to the Center ... Centers Pass Thru ... Right and Left Thru ...**

A ZB-ZB module to do this whole action might be:

Square Thru 3 ... Trade By ... Pass to the Center ... Centers Pass Thru ... Right & Left Thru ...

The whole set is now flip flopped and in a Zero Box.

Zero Line Example

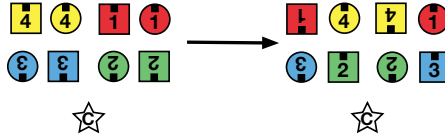
Zero Lines are easy to work with as long as you keep partners together. If you keep partners together as pairs then the couples are either in sequence or out of sequence.

In facing lines of four, the couples must be paired with their original partner and all the couples must be “in sequence”. How the lines are rotated doesn’t matter. Whether the lines are 1P2P or 4P1P doesn’t matter.

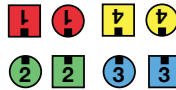
Now that you know this, you can play with the dolls or checkers. Let's work through building a ZL-ZL module that uses **Trade**.



Pass Through ... Men Trade ...



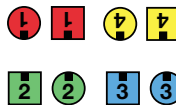
Ladies Trade gets the partners back together but half sashayed. However, notice that the pairs are in sequence.



A **Box the Gnat** will put the couples back into a normal relationship with their partner, but out of sequence.



Right and Left Thru will put all the pairs into sequence. Note that the whole set has been rotated 180°.



The whole sequence is on the following page.

Pass Thru ... Men Trade ... Ladies Trade ... Box the Gnat ... Right & Left Thru ...

As you move through each of the above formations and arrangements think about the options. If you **Pass Thru ... Men Trade ... Ladies Trade** and just do the same thing again you will end up in a Zero Line again.

Instead of the **Box the Gnat** do a **Arm Turn Half** or **Pass Thru ... U-Turn Back**.

Instead of a **Right & Left Thru** do any **Right & Left Thru** Equivalent.

Once you know the floor pattern and the resultant formations and arrangements you will be able to think of numerous options. However, to be able to do this, you have to have very good visual image ability or draw the formations and arrangements out on paper or push the checkers. You can't do it on the fly while sight calling.

There are also many ways to modify the example modules in this book. Here are three case studies.

Case # 1

Imagine that you want to write a ZB-ZB module using Half Tag the Line that flip flops the set.

1) **Veer Left** and **Couples Circulate Twice** gets both couples to the opposite side of the set.

2) **Half Tag the Line ... Box Circulate ... Men Run ...** gets everyone back to normal facing couples with the proper person as a partner.

3) The circle of four needs to rotate 90° clockwise to reach a ZB. Since the men are moving forward out of the box formation a **Reverse Flutterwheel** is a smooth natural action.

4) Finish up with a **Slide Thru** and the ZB-ZB is complete.

Here is the whole sequence:

Veer Left ... Couples Circulate Twice ... $\frac{1}{2}$ Tag the Line ... Box Circulate ... Men Run ... Reverse Flutterwheel ... Slide Thru ...

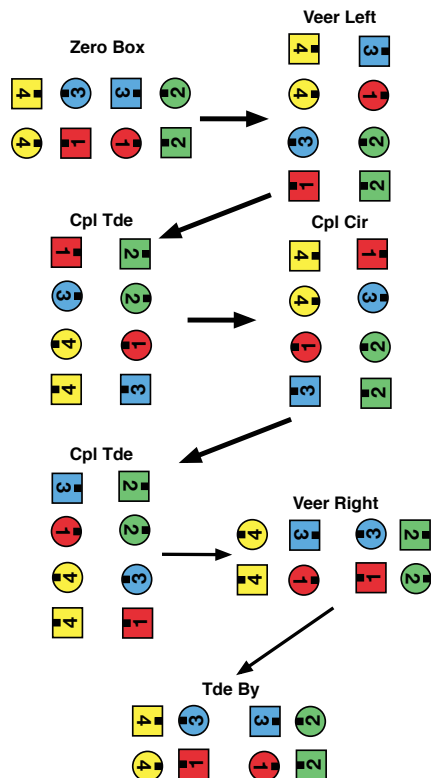
Case #2

Let's imagine that the module you want to write, starts from a Zero Box, moves the dancers around the circle and ends in a Zero Box. That is the game plan. The following ZB-ZB module does that.

Veer Left ... Couples Trade ... Couples Circulate ... Couples Trade ... Veer Right ... Trade By ...

If you follow the floor pattern of the movements of the dancers through the “frame” module above, you will notice that two couples stay close to their home position. The other two couples move across the set to the opposite side of the set and then return back across the set to face them in a Zero Box at the end of the module.

The two couples that remain at their home position have their original partner. The two couples that travel across the set are the active couples and have their “opposite person” in the partner position.



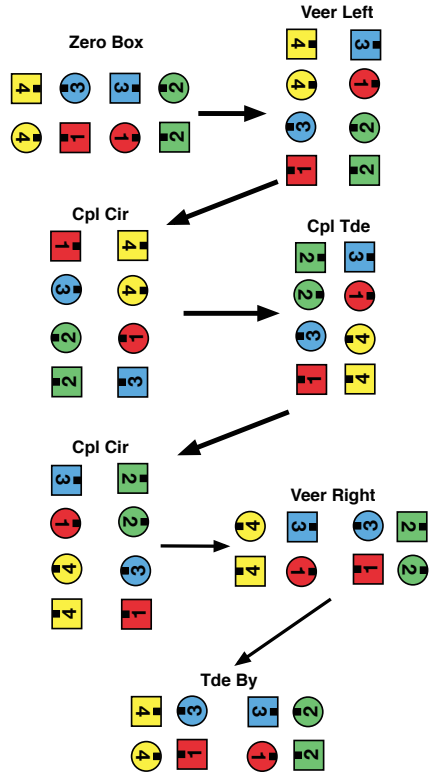
The module uses right hand two-faced lines as the base formation for moving the couples around the periphery of the set. The whole module becomes a “frame” for composing several new modules that will take very little work to memorize.

Here is another ZB-ZB module with a **Couple Circulate** theme.

**Veer Left ... Couples Circulate ... Couples Trade...
Couples Circulate ... Veer Right ... Trade By ...**

Now, the couple traveling around the set is the couple with their original partner in the partner position. For the dancers, the whole “feel” of the choreography has changed. The caller has to only remember a small change in the “frame module”.

By just reordering the Couple Circulate and Couple Trade commands in the module string a whole different feel is provided to the dancers.



Nesting Modules in Other Modules

Let's take a look at using this "frame" to highlight **Chain Down the Line**. This "basic" works very nicely from right hand 2-faced lines. Right Hand 2-Faced Lines (2FcLn) occurs three places in the "frame" module. You can easily design Zero Modules that start from a 2FcLn and end in a 2FcLn (2FcLn-2FcLn).

1) Chain Down the Line ... Slide Thru ... Veer Left ... Couples Trade ...

2) Chain Down the Line ... Flutterwheel ... Veer Left ... Couples Hinge ...

3) Chain Down the Line ... Two Ladies Chain ... Circle Four Three Quarters ... Veer Left ...

These 2FcLn-2FcLn modules can be inserted at three points in the "frame" module. This is known as "nesting modules"

Notice several things. All of these nested modules are short in length. They do a specific job. They provide variety in choreography that can be easily accomplished by the dancers. They are easy to memorize from notes that you can consult before the tip starts.

Once you have the modules constructed you do not need to follow any key dancers. You do need to follow the flow of the dancers on the floor. This helps set the timing of the delivery of each of the calls.

Flow Modules

In the past few years, sight callers have started using a category of modules called Flow Modules. They are short strings of calls and produce smooth flowing dance patterns, but they do not start or end in a Zero Box or a Zero Line.

In fact, they are often not Zeros or Setups or Getouts. They are just strings of calls that work together well from some particular Formation and Arrangement.

Swing Thru ... Ends Trade ... Centers Run ... is a good example. It starts from two facing pairs. They can be in any arrangement. Most commonly they are a normal boy-girl arrangement.

It flows well because the end dancer is stopped for two beats of music while the center dancers turn half by the left in the **Swing Thru**. Then the end dancers move again. Then the center dancers move again. This feels natural to the dancers. They are alternating actions.

Swing Thru ... Spin the Top ... Right & Left Thru is the equivalent of a **Star Thru**. This flow module is used by almost every caller because the string of three calls moves naturally from one basic to another.

From facing lines of four, **Pass Thru ... Wheel & Deal ... Double Pass Thru ...** flows well. What basics follow can vary a lot. The dancers are in a completed double pass thru formation and the motion is moving forward. Pick something that fits in well with the previous flow module.

If you take the time to scan the material in each of the appendixes, you will be able to indentify many other flow modules. How you fit them into your method of calling is up to you. Just recognize that even dedicated sight callers use flow modules a lot.

Resources

Vic's Cedar's Choreo Database

The URL for this database is

<http://www.ceder.net/choreodb/welcome.php4>

You will find thousands and thousands of modules categorized in a system similar to the recommendations outlined in this book.

Taminations

This is a program that has animations of every Square Dance call up through C3B. The URL is

<http://www.tamtwirlers.org/tamination/info/index.html>

Square Dance Modules

The URL is

<https://groups.google.com/forum/#!forum/sd-modules>

This is a Google Discussion Group for sharing square dance modules and discussing square dance modules. This is a monitored group. To join the group send a request to calcampbl@gmail.com

Using the Appendixes

Each of the following appendixes contains samples of various modules. Most of them are “core” modules. The strings of calls are the minimum numbers of calls needed to complete the module and to demonstrate a particular “basic” or choreographic idea.

This is a very important concept. The “module cores” are the sequences you will need to memorize at least temporarily. Many of these “module cores” contain “basics” that have equivalents listed in the Equivalents Appendix. They include:

Star Thru =

Right & Left Thru =

Two Ladies Chain =

Pass Thru =

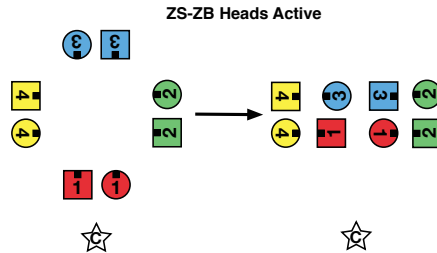
By using the combination of the “core” string of calls and inserting selected equivalents for the above “equivalents” the caller can provide an almost inexhaustible amount of variety. As you try this, you need to be aware of body flow and hand availability.

Keep in mind that the modules are only examples. It will be up to the reader to invent or research other modules as you need them. There is also a very good database of modules at <http://www.ceder.net/choreodb/welcome.php4>.

Most of the appendixes are arranged in the same order as the CALLERLAB teaching list published in December 2012. Each succeeding module on the list only includes calls taught earlier on the list. This presented some challenges. Many times, another basic further down the list would have been better suited for the task.

The notes attached to each module are provided to help you visualize the Formation and Rotation of the square at the end of each module. To do this some decisions had to be made for which position would be 0° . Since most callers visualize the square from their position at the head of the hall it was chosen as the 0° point for ZL-ZL and ZS-ZS modules. In the case of ZS-ZB modules, callers tend to relate rotation of a square from the viewpoint of the #4 couple. ZS-ZB modules that keep the #4 couple in their home spot will be the 0° point and the amount of rotation will be noted from that 0° point clockwise (CW) or counterclockwise (CCW).

ZS-ZB Setup Modules



Each of these ZS-ZB Modules moves the dancers from a Zero Square to a Zero Box. The list is ordered to match the CALLERLAB teaching recommendations approved 12/2012. The modules in this appendix have been designed around short strings of calls for the Basic and Mainstream Programs. This should make them easy to memorize and provide a very quick recovery if the dancers fail to complete the module. Each module is really only an example of the many possibilities available.

The modules are constructed to follow the CALLERLAB recommended teaching order. Each module only uses basics from the preceding basics on the CALLERLAB teaching list.

Some of the modules at the Plus program have strings of calls as long as nine basics. This reflects the added complexity of the Plus level calls. Seven basics in a string are still fairly easy to memorize. However, this is about the maximum number of basics that can be memorized easily by the average caller.

Most of the modules are designed for the average dancer. I.e. there is very little tricky choreography. They are designed to be easy to understand and easy to dance. An effort has been made to intersperse the more advanced “basics” with calls that are almost automatic for the average dancer. This gives them time to think and figure out what the caller wants them to do.

ZS-ZB**Basic – 1**

_____Forward & Back_____

Heads/Sides Forward & Back ... Forward & Face your Corner ...

_____DoSaDo_____

*Note: DoSaDo can be inserted into most of the modules below as a way to provide variety.***Heads/Sides DoSaDo & face your corner ...**

_____Swing_____

Heads/Sides Swing the opposite ... Face the Sides/Heads

_____Star Left/Right_____

Heads/Sides Promenade $\frac{1}{2}$... Same four Star Left once and a half to the Corner ... DoSaDo ...

_____Pass Thru_____

Head/Side Two Ladies Arm Turn $\frac{1}{2}$... Same two couples Circle Four $\frac{3}{4}$... Pass Thru ...**Head/Side Men Arm Turn $\frac{1}{2}$... Circle Four Left $\frac{1}{4}$... Pass Thru***Note: For a variation, Circle once and $\frac{1}{4}$ more.*

_____Half Sashay Family_____

Head/Side Couples Rollaway ... Forward & Back ... Step forward and face your partner Pass Thru ...

ZS-ZB

_____ Turn Back Family _____

Head/Side Couples Half Sashay ... U-Turn Back ... Separate Around 1 ... Into the middle Pass Thru ...

_____ Separate _____

Heads/Sides Pass Thru ... Separate Around 1 into the middle ... Heads/Sides Circle Half in the middle ... Pass Thru ...

Head/Side Couples Promenade outside Halfway ... In the middle Pass Thru ... Separate Around 1 ... Into the middle Pass Thru ...

_____ Split Two _____

Heads/Sides Circle $\frac{1}{4}$ Left ... Pass Thru ... Split the outside Two ... Separate Around 1 ... into the middle Circle $\frac{1}{4}$ Left ... Pass Thru ...

Note: For a variation, Circle Once and $\frac{1}{4}$ more.

_____ Courtesy Turn _____

Head/Side Couples Pass Thru ... Courtesy Turn ... Pass Thru ... Separate Around 1 ... Into the Middle Pass Thru

_____ Ladies Chain _____

Head/Side Ladies Chain ... Same Couples Circle Left $\frac{3}{4}$... Pass Thru ...

_____ Lead Right _____

Head/Side Ladies Chain ... Same Couples Promenade $\frac{1}{2}$... Same Couples Lead Right ...

ZS-ZB

_____ Veer Left/Right _____

**Head/Side Two Ladies Chain ... Heads/Sides Veer Left ...
Veer Right ... Courtesy Turn ... Lead Right ...**

_____ Chain Down the Line _____

**Head/Side Couples Circle $\frac{1}{2}$... Veer Left ... Chain Down
the Line ... Pass Thru ...**

_____ Bend the Line _____

**Head/Side Ladies Chain ... Veer Right ... Bend the Line
... Pass Thru ...**

_____ Right & Left Thru _____

**Head/Side Couples Pass Thru ... Separate Around One
... into the middle Right & Left Thru ... Pass Thru ...**

_____ Star Thru _____

**Head/Side Couples Star Thru ... Right & Left Thru ...
Pass Thru ...**

_____ California Twirl _____

Head/Side Couples Star Thru ... California Twirl ...

_____ Square Thru _____

**4 Ladies Chain ... Heads/Sides $\frac{1}{2}$ Square Thru ... Right &
Left Thru the outside two ...***Note: Rotates the set 90° CCW***Heads/Sides Right & Left Thru ... $\frac{1}{2}$ Square Thru ...**

ZS-ZB

_____ Circle to a Line _____

Four Ladies Chain $\frac{3}{4}$... Head Couples Right & Left Thru ... Side Couples Lead Right ... Circle to a Line ... Star Thru ...

Note: For second variation replace Head with Side. Replace Side with Head.

_____ Dive Thru _____

Head/Side Ladies Chain ... Heads/Sides Lead Right ... Right & Left Thru ... Dive Thru ... Pass Thru ...

Basic – 2

_____ Wheel Around _____

Head/Side Couples Pass Thru ... Wheel Around ... Pass Thru ... Separate Around 1 ... Into the Middle Pass Thru ...

Note: This is the same essential module as listed for Courtesy Turn. Wheel Around is the same action with different hand holds.

_____ Box the Gnat _____

Head/Side Couples Box the Gnat ... DoSaDo opposite person ... Star Thru ...

Four Ladies Chain ... All Half Sashay ... Sides/Heads Square Thru ... Box the Gnat ...

_____ Trade _____

Head/Side Couples Partner Trade ... Separate Around One ... Into the middle Pass Thru ...

ZS-ZB

_____ Ocean Wave Family _____

Head/Side Couples Step to a Wave ... Men Trade ... Right & Left Thru ... Circle Right $\frac{1}{4}$... Pass Thru ...

_____ Swing Thru _____

Head/Side Couples Swing Thru ... Ladies U-Turn Back ... Ladies Trade ... Bend the Line ... Pass Thru ...

_____ Run _____

Head/Side Couples Swing Thru ... Ladies Trade ... Men Run ... Bend the Line ... Pass Thru ...

_____ Pass the Ocean _____

Heads/Sides Pass the Ocean ... Right & Left Thru ... Pass Thru ...

_____ Wheel & Deal _____

Heads/Sides Veer Left ... Ladies Trade ... Wheel & Deal ... Circle Left $\frac{1}{4}$... Pass Thru ...

_____ Double Pass Thru _____

Four Ladies Chain ... Side/Head Couples Star Thru ... Double Pass Thru ... Lead Couples Partner Trade ...*Note: This module rotates the set 90° counterclockwise (CCW).*

_____ 1st Couple Left/Right, Next Couple Right/Left _____

Heads/Sides Right & Left Thru ... Heads/Sides Star Thru ... Double Pass Thru ... 1st Couple Left, Next Couple Right ... Two Ladies Chain ... Star Thru ...*Note: This module rotates the set 90° CCW.*

ZS-ZB

Head/Side Ladies Chain Right ... Heads/Sides Right & Left Thru ... Same Couples Star Thru ... Double Pass Thru ... 1st Couple Left, Next Couple Right ... Star Thru

Note: This module rotates the set 90° CCW.

_____Zoom_____

Sides/Heads Pass Thru ... Separate Around 1 to a line ... Star Thru ... Zoom ... Centers Pass Thru ...

Note: This flip flops the set.

Four Ladies Chain ... Sides/Heads Star Thru ... Zoom ... Centers Pass Thru ...

Note: This module rotates the set 90° Counterclockwise (CCW)

Head/Side Ladies Chain ... Sides Circle Left $\frac{3}{4}$... Zoom ... New Centers Partner Trade ...

Note: This module rotates the set 90° clockwise (CW).

_____Flutterwheel & Reverse Flutterwheel_____

Heads/Sides Courtesy Turn ... Flutterwheel ... Lead Right ...

Note: Flutterwheel is more comfortable for the dancers if it is started by some turning motion. In this case, the turning motion is the Courtesy Turn.

Head/Side Ladies Chain ... Flutterwheel ... Star Thru ... Pass Thru ...

_____Sweep $\frac{1}{4}$ _____

Head/Side Couples Square Thru $\frac{3}{4}$... Courtesy Turn ... Flutterwheel ... Sweep $\frac{1}{4}$... Pass Thru ...

Four Ladies Chain ... Sides/Heads Flutterwheel ... Sweep $\frac{1}{4}$... Double Pass Thru ... Lead Couples Partner Trade ...

Note: The set is rotated 90° CW

ZS-ZB

_____ Trade By _____

Four Ladies Chain ... Heads/Sides Square Thru ... Pass Thru ... Trade By ...*Note: This module rotates the set 90° clockwise.***Sides/Heads Pass Thru ... Separate ... Around 1 to a Line ... Centers only Box the Gnat ... All Square Thru Four ... Trade By ... Right & Left Thru ...**

_____ Touch 1/4 _____

Heads/Sides Touch ¼ ... Men Run ...

_____ Box Circulate _____

Head/Side Ladies Chain ... Same Couples Touch ¼ ... Box Circulate ... Men Run ... Pass Thru ...

_____ Ferris Wheel _____

Heads/Sides Flutterwheel ... Heads/Sides Lead Right ... Veer Left ... Ferris Wheel ... Centers Pass Thru ... Right & Left Thru outside two ...**Mainstream**

_____ Cloverleaf _____

Four Ladies Chain ... Side/Head Couples Pass Thru ... Cloverleaf ... Others Pass Thru ...*Note: This module rotates the set 90° clockwise.*

_____ Turn Thru _____

Head/Side Couples Star Thru ... Rollaway ... Turn Thru ...

ZS-ZB

Heads/Sides Turn Thru ... Separate Around 1 into the middle ... Box the Gnat ... Pass Thru ...

_____ Eight Chain Thru _____

Head/Side Couples $\frac{1}{2}$ Square Thru ... Eight Chain Two ... Right & Left Thru ...

Note: This module flip flops the set 180°.

_____ Pass to the Center _____

Four Ladies Chain ... Sides/Heads Square Thru ... Pass to the Center ... Centers Pass Thru ...

Note: The module rotates the set 90° CW.

Side/Head Couples Lead to the Right ... Pass to the Center ... Centers Flutterwheel ... Centers Pass Thru ...

Note: This module rotates the set 90° CCW.

_____ Single Hinge / Couples Hinge _____

Head/Side Couples Step to a Wave ... Single Hinge ... Men Run ...

_____ Centers In _____

Side Ladies Chain ... Same Couples Rollaway ... Head Couples Circle Left $\frac{3}{4}$... All Double Pass Thru ... Centers In ... California Twirl ... Star Thru ...

Note: For the second variation, wherever you find the word “Head”, substitute “Side”. Wherever you find the word “Side”, substitute “Head”. This module rotates the set 90° CCW.

_____ Cast Off $\frac{3}{4}$ _____

Heads/Sides Star Thru ... Zoom ... Double Pass Thru ... Centers In ... Cast Off $\frac{3}{4}$... Centers Square Thru Four ... Ends Star Thru ...

Note: The Set is rotated 180°.

ZS-ZB

Sides/Heads Rollaway ... Heads/Side Star Thru ... Double Pass Thru ... Centers In ... Cast Off $\frac{3}{4}$... Star Thru ... Right & Left Thru ...

Note: This module flip flops the set 180°.

_____ Spin the Top _____

Heads/Sides Swing Thru ... Spin the Top ... Pass Thru ...

_____ Walk & Dodge _____

Heads/Sides Courtesy Turn ... Flutterwheel ... Touch $\frac{1}{4}$... Walk & Dodge ...

Note: Flutterwheel is more comfortable for the dancers if it is started by some turning motion. In this case the turning motion is the Courtesy Turn.

_____ Slide Thru _____

Note: Any place a Star Thru is used in the preceding modules a Slide Thru can be substituted.

_____ Fold _____

Heads/Sides Star Thru ... Zoom ... All Double Pass Thru ... Centers In ... Centers Cross Fold ...

Note: This module flip flops the set 180°.

_____ Dixie Style to an Ocean Wave _____

Heads/Sides ... Right & Left Thru ... Dixie Style to an Ocean Wave ... Men Cross Run ... Pass Thru ...

_____ Spin Chain Thru _____

Side Ladies Chain ... Heads $\frac{1}{2}$ Square Thru ... Step to a Wave ... Spin Chain Thru ... Men Run ... Wheel & Deal ...

Note: For the second variation, wherever you find the word “Head”, substitute “Side”. Wherever you find the word “Side”, substitute “Head”. This module rotates the set 180°.

ZS-ZB

_____ Tag the Line _____

Heads/Sides Veer Left ... Ladies Trade ... Couples Hinge ... Tag the Line Left ... Wheel & Deal ... Pass Thru ...

Sides/Heads Pass Thru ... Separate Around 1 to a Line ... All Pass Thru ... Tag the Line In ... Ends Star Thru while the Centers ½ Square Thru ...

_____ Half Tag _____

Heads/Sides Swing Thru ... Ladies Trade ... Men Run ... Half Tag the Line ... Walk & Dodge ...

_____ Scoot Back _____

Heads/Sides Touch ¼ ... Scoot Back ... Scoot Back ... Men Run ...

_____ Recycle _____

Heads/Sides Pass the Ocean ... Ladies Trade ... Recycle ... Pass Thru ...

Plus Calls

_____ Acey Deucey _____

Head/Side Couples Lead to the Right ... Circle Four Left ½ ... Step to a Wave ... Acey Deucey ... (OW)

Note: This module ends in an Ocean Wave.

_____ (Anything) & Roll _____

Heads/Sides Right & Left Thru ... Pass Thru ... Partner Trade & Roll ... Turn Thru ...

ZS-ZB

_____ (Anything) & Spread _____

**Sides/Heads Star Thru ... & Spread ... All Star Thru ...
Centers Pass Thru ...***Note: This module rotates the set 180°*

_____ Chase Right _____

**Heads/Sides Square Thru $\frac{3}{4}$... Chase Right ... Men Run
... Star Thru ... Pass Thru ...**

_____ Coordinate _____

**Sides/Heads Lead Right ... Pass Thru ... Men Run ...
Coordinate ... Wheel & Deal ...***Note: This module rotates the set 90° CCW*

_____ Crossfire _____

**Head/Side Two Ladies Chain ... Heads/Sides Veer Left ...
Couples Hinge ... Crossfire ... Walk & Dodge ...**

_____ Cut the Diamond _____

**Heads/Sides Right & Left Thru ... Veer Left ... Ladies
Hinge ... Cut the Diamond ... Men Cross Run ... Bend
the Line ... Pass Thru ...**

_____ Diamond Circulate _____

**Heads/Sides Veer Left ... Ladies Hinge ... Diamond Cir-
culate ... Cut the Diamond ... Bend the Line ... Pass
Thru ...**

_____ Explode & (anything) _____

**Heads/Sides Pass the Ocean ... Explode & ... $\frac{1}{2}$ Square
Thru ...**

ZS-ZB

_____ Explode the Wave _____

**Heads/Sides Half Sashay ... Single Circle to a Wave ...
Explode the Wave ...****Heads/Sides Pass the Ocean ... Explode the Wave ...
Cloverleaf ... Zoom ... Centers Pass Thru ...**

_____ Extend _____

**Heads/Sides Pass the Ocean ... Ladies Trade ... Men
Trade ... Extend ... (OW)***Note: This module ends in an Ocean Wave***Heads/Sides Right & Left Thru ... Pass The Ocean ... Ex-
tend ... (OW)** *Note: This module ends in an Ocean Wave*

_____ Fan the Top _____

**Heads/Sides Step to a Wave ... Men Trade ... Fan the Top
... Pass Thru ...**

_____ Flip the Diamond _____

**Heads/Sides Veer Left ... Couples Hinge ... Ladies Hinge
... Diamond Circulate ... Flip the Diamond ... Pass Thru**

_____ Follow Your Neighbor _____.

**Heads/Sides Courtesy Turn ... Flutterwheel ... Left Touch
¼ ... Follow Your Neighbor ... Single Hinge ... Walk &
Dodge ...***Note: Flutterwheel is more comfortable for the dancers if it is started by
some turning motion. In this case the turning motion is the Courtesy Turn.*

_____ Grand Swing Thru _____

**Sides/Heads Right & Left Thru ... Heads Lead Right ...
Step to a Wave ... Fan the Top ... Grand Swing Thru ...
Single Hinge ... Men Run ...***Note: The set is flip flopped.*

ZS-ZB

_____ Linear Cycle _____

Heads/Sides Step to a Wave ... Linear Cycle ... Pass Thru ...**Sides/Heads Turn Thru ... Separate Around 1 to a Line ... Pass the Ocean ... Linear Cycle ... Slide Thru ... Right & Left Thru ...**

_____ Load the Boat _____

Heads/Sides Pass Thru ... Rollaway ... Separate Around 1 to a line ... Load the Boat ... Eight Chain Two

_____ Peel Off _____

Head/Side Ladies Chain ... Touch $\frac{1}{4}$... Peel Off ... Veer Left ...

_____ Peel The Top _____

Heads/Sides Swing Thru ... Ends Fold ... Peel the Top ... Pass Thru ...

_____ Ping Pong Circulate _____

Side/Head Ladies Chain ... Same Couples Pass the Ocean ... Ping Pong Circulate ... Recycle ... Pass Thru ...**Heads/Sides Pass the Ocean ... Ping Pong Circulate ... Extend ... Right & Left Thru ...***Note: The set is rotated 180°*

_____ Single Circle to a Wave _____

Heads/Sides Slide Thru ... Single Circle to a Wave ... Men Trade ... Men Run ... Veer Right ...

ZS-ZB

_____ Spin Chain & Exchange the Gears _____

**Heads/Sides Lead Right ... Step to a Wave ... Spin Chain
& Exchange the Gears ... Right & Left Thru ...**

Note; The set is rotated 90° CW.

_____ Spin Chain the Gears _____

Note: Spin Chain the Gears is a technical zero.

_____ $\frac{3}{4}$ Tag the Line _____

**Heads/Sides ... Veer Left ... $\frac{3}{4}$ Tag the Line ... Peel Off ...
Ladies Trade ... Veer Left ...**

_____ Track Two _____

**Heads/Sides Pass the Ocean ... Right & Left Thru ...
Double Pass Thru ... Track Two ... (OW)**

Note: This module flip flops the set 180° and ends in an Ocean Wave.

**Heads/Sides Courtesy Turn ... Flutterwheel ... Sweep $\frac{1}{4}$
... Double Pass Thru ... Track Two ... (OW)**

Note: This module flip flops the set 180° and ends in an Ocean Wave. Flutterwheel is more comfortable for the dancers if it is started by some turning motion. In this case, the turning motion is the Courtesy Turn.

_____ Trade the Wave _____

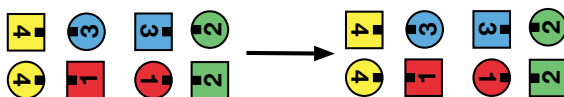
**Heads/Sides Pass the Ocean ... Trade the Wave ... Pass
Thru ...**

**Heads/Sides Swing Thru ... Trade the Wave ... Ladies
Cross Fold ... Star Thru ...**

**Heads/Sides Right & Left Thru ... Pass the Ocean ...
Trade the Wave ... Ladies Trade ... Men Cross Run ...
Pass Thru ...**

ZB-ZB Modules

ZS-ZB Heads Active



Each of these ZB-ZB Modules moves the dancers from a Zero Box back to another Zero Box. The set may be rotated and it is still a Zero Box.

Most of the modules are True Zeros. This means the ending FASR will be exactly the same as the beginning FASR even though the set may be rotated. Some of the modules are Technical Zeros. Please refer to the chapter on Technical Zeros for an explanation of Technical Zeros.

The modules in this appendix have been limited in length, through Mainstream. This should make them easy to memorize and provide a very quick recovery if the dancers fail. Each module is only an example of the many possibilities.

The modules are constructed to follow the CALLERLAB recommended teaching order approved December 2012. Each module only uses basics from the preceding basics on the CALLERLAB teaching list.

Some of the modules at the Plus program have strings as long as nine basics. This reflects the added complexity of the Plus level calls. Seven basics in a string are fairly easy to memorize. However, this is about the maximum number of basics that can be memorized easily by the average caller.

ZB-ZB

Basic – 1

_____ DoSaDo _____

Note: DoSaDo can be inserted into most of the modules below as a way to provide variety.

DoSaDo the Opposite ... Circle Four Half Way ...

DoSaDo Opposite ... Circle Four Half Way ...

_____ Promenade _____

Actives put the lady in the lead & Promenade Single File around the Gent ... Into the middle, Promenade Single File around the Lady ... Back to the center and Swing ... Face the same two ...

_____ Star Left/Right _____

Star Right with the outside two ... Star Left in the middle back to the same two ...

Star Right with the outside two ... Star Left $\frac{1}{2}$ in the middle ... Star Right with the other outside two ... Star Left $\frac{1}{2}$ in the middle ...

_____ Pass Thru _____

Pass Thru ... Centers Pass Thru ... All Courtesy Turn ... Centers Pass Thru ... All Pass Thru ... Courtesy Turn ...

_____ Split Two _____

Split the outside two ... Separate Around one ... Into the middle Pass Thru ... Separate Around 1 ... Into the middle Circle Half ... Pass Thru ...

Split the outside two ... Separate Around one into the middle ... Swing ... Face the outside two ...

ZB-ZB

_____ Courtesy Turn _____

**Pass Thru ... Outsides Courtesy Turn ... Centers Circle
 ½ ... Centers Pass Thru ... All Pass Thru ... All Courtesy
 Turn with the person beside you ...**

Note: Also see FCZ Modules Appendix

_____ Ladies Chain _____

Note: See FCZ Modules Appendix

_____ Veer Left/Right _____

**Veer Left ... Veer Right ... All Courtesy Turn ... Veer
 Right ... Veer Left ... Courtesy Turn ...**

Note: Also see FCZ Modules Appendix

_____ Chain Down the Line _____

Note: See FCZ Modules Appendix

_____ Bend the Line _____

**Veer Left ... Bend the Line ... Pass Thru ... Bend the Line
 ... Pass Thru ... Bend the Line ... Circle Four Left ¾ ...**

Note: This flip flops the set.

_____ Circulate Family _____

**Veer Left ... Couples Circulate Twice ... Bend the Line ...
 Circle Four to the Left ¾ ...**

Note: This flip flops the set.

_____ Right & Left Thru _____

**Veer Left ... Couples Circulate ... Bend the Line ... Right
 & Left Thru ... Pass Thru ... Bend the Line ... Circle Four
 to the Left ¾ ...**

Note: This rotates the set 90°.

ZB-ZB

_____Star Thru_____

Star Thru ... Pass Thru ... Bend the Line ... Star Thru ...

Notes: This is a Technical Zero. This is the most used invert and rotate module.

_____California Twirl_____

Note: See FCZ Modules Appendix

_____Square Thru_____

Square Thru Four ... Bend the Line ... Square Thru 3 ... Bend the Line ... Square Thru 2 ... All California Twirl ...**Square Thru Four ... Bend the Line ... Square Thru 3 ... Bend the Line ... Star Thru ... Right & Left Thru ...****Square Thru $\frac{3}{4}$... Outside Couples Promenade Left $\frac{3}{4}$... Center Couples Circle Left $\frac{3}{4}$... Centers Pass Thru ...**

Note: Rotates the set 90°.

_____Circle to a Line_____

Circle to a Line ... Bend the Line ... Star Thru ... Two Ladies Chain ...

_____Dive Thru_____

Right & Left Thru ... Dive Thru ... Centers Pass Thru ... Dive Thru ... Centers Pass Thru ... Right & Left Thru ...

Note: Flip Flops the set.

Dive Thru ... Centers Right & Left Thru ... Pass Thru ... Dive Thru ... Centers Right & Left Thru ... Pass Thru ...

ZB-ZB

Basic – 2

_____ Wheel Around _____

Pass Thru ... All Wheel Around ... Dive Thru ... Pass Thru in the Center ... Centers Wheel Around ... Centers Pass Thru ...

Star Thru ... Pass Thru ... Wheel Around ... Pass Thru ... Bend the Line ... Pass Thru ... Wheel Around ... Star Thru ... *Note: This module is a Technical Zero*

_____ Box the Gnat _____

Box the Gnat ... Pass Thru ... Centers Box the Gnat ... Pass Thru ... Outsides U-Turn Back ...

_____ Trade _____

Veer Left ... Couples Circulate ... Couples Trade ... Couples Circulate ... Chain Down the Line ... Star Thru ...

_____ Ocean Wave Family _____

Step to a Wave ... Men Circulate ... Ladies Circulate ... Men Circulate ... Ladies Circulate ... (OW)

Note: The set is flip flopped and ends in an Ocean Wave. There are lots of variations of this. As long as there are two Circulates for the Men and two circulates for the Ladies.

_____ Swing Thru _____

Dive Thru ... Pass Thru ... Swing Thru ... Ladies Trade ... All 8 Circulate ... Swing Thru ... Men Trade ...

Note: This flip flops the set.

Swing Thru ... All Eight Circulate ... Swing Thru ... All Eight Circulate ... Right & Left Thru ... Dive Thru ... Pass Thru ... *Note: This is a Technical Zero.*

ZB-ZB

_____Run_____

**Swing Thru ... Men Run ... Couples Circulate ... Chain
Down the Line ... Star Thru ... Dive Thru ... Pass Thru ...**

_____Pass the Ocean_____

**Star Thru ... Pass the Ocean ... All 8 Circulate ... Right &
Left Thru ... Dive Thru ... Pass Thru ...**

_____Wheel & Deal_____

**Swing Thru ... Men Run ... Couples Circulate ... Wheel &
Deal ... Dive Thru ... Pass Thru ...**

_____Double Pass Thru_____

**Dive Thru ... All Double Pass Thru ... Lead Couple Cali-
fornia Twirl ...**

Note: This flip flops the set.

_____1st Couple Left/Right Next Couple Right/Left_____

**Dive Thru ... Double Pass Thru ... 1st Couple Left, Next
Right ... Ladies Chain Across ... Star Thru ... Dive Thru
... Pass Thru ...**

Note: Rotates the set 90°.

_____Zoom_____

**Dive Thru ... Zoom ... Centers Right & Left Thru ... Pass
Thru ...**

**Dive Thru ... Zoom ... Centers Pass Thru ... Dive Thru ...
Zoom ... Centers Pass Thru ...**

_____Flutterwheel & Reverse Flutterwheel_____

**Dive Thru ... Flutterwheel ... Pass Thru ... Dive Thru ...
Reverse Flutterwheel ... Pass Thru ... Right & Left Thru**

Note: This module is a Technical Zero

ZB-ZB

_____Sweep 1/4_____

**Flutterwheel ... Sweep 1/4 ... Pass Thru ... Bend the Line
... Flutterwheel ... Sweep 1/4 ...**

Note: This module is a Technical Zero.

_____Trade By_____

Pass Thru ... Trade By ... Pass Thru ... Trade By ...

Note: This flip flops the set.

**Square Thru 3/4 ... Trade By ... Square Thru 3/4 ... Trade
By ...**

_____Touch 1/4_____

**Touch 1/4 ... All 8 Circulate ... Men Run ... Star Thru ...
Dive Thru ... Pass Thru ...**

Note: This is a Technical Zero.

**Touch 1/4 ... Centers Circulate ... Ends Circulate ... Men
Run ... 1/2 Square Thru ... Trade By ...**

Note: This is a Technical Zero.

_____Box Circulate_____

**Touch 1/4 ... Split Circulate ... Centers Circulate twice ...
Men Run ... Circle Left 3/4 ...**

_____Ferris Wheel_____

**Veer Left ... Ferris Wheel ... Zoom ... Centers Pass Thru
...**

Note: This flop flops the set.

**Veer Left ... Couples Trade ... Ferris Wheel ... Centers
Pass Thru ...**

ZB-ZB**Mainstream**

_____ Cloverleaf _____

Pass to the Center ... All Double Pass Thru ... Cloverleaf ... Centers Pass Thru ...

Note: This is a Technical Zero. It rotates the set 90° CW.

Pass Thru ... Outsides Cloverleaf ... Centers Square Thru Four ...

Note: This is a Technical Zero. It rotates the set 90° CW.

Dive Thru ... ½ Square Thru ... Cloverleaf ... Centers Pass Thru ...

Note: This flip flops the set.

_____ Turn Thru _____

Turn Thru ... Centers Turn Thru ... Outsides U-Turn Back ...

_____ Eight Chain Thru _____

Eight Chain Four

Note: This flip flops the set.

Dive Thru ... Pass Thru ... Eight Chain Two ...

Note: This flip flops the set.

Eight Chain Three ... Trade By ...

Note: This flip flops the set.

_____ Pass to the Center _____

2 {Right & Left Thru ... Pass to the Center ... Pass Thru ...}

Notes: The string of three calls must be repeated twice. This is referred to as the classical Chicken Plucker Pattern.

ZB-ZB

**Pass to the Center ... Pass Thru ... Pass to the Center ...
Pass Thru ...**

Note: This flip flops the set.

**Swing Thru ... Ladies Trade ... Box the Gnat ... Pass to
the Center ... Right & Left Thru in the center ... Pass
Thru ...**

_____Centers In_____

**Centers In ... Ends Run ... California Twirl ... Bend the
Line ... Star Thru ... Right & Left Thru ...**

**Centers In ... Ends Trade ... Bend the Line ... Center 4 in
the line Square Thru ... Ends Star Thru ...**

_____Cast Off $\frac{3}{4}$ _____

**Swing Thru ... Cast Off $\frac{3}{4}$... Centers Trade ... Swing
Thru ... Cast Off $\frac{3}{4}$... Centers Trade ... (OW)**

Notes: Ends in an Ocean Wave and flip flops the set.

**Centers In ... Cast Off $\frac{3}{4}$... Ends Run ... Right & Left
Thru ... Slide Thru ...**

**Centers In ... Cast Off $\frac{3}{4}$... Ends Fold ... Zoom ... Cen-
ters Turn Thru ...** *Note: This is a Technical Zero*

_____Spin the Top_____

**Swing Thru ... Spin the Top ... Pass Thru ... Bend the
Line ... Star Thru ... Right & Left Thru ...**

Note: This is a Technical Zero

_____Walk & Dodge_____

**Touch $\frac{1}{4}$... Walk & Dodge ... Bend the Line ... Touch $\frac{1}{4}$
... Walk & Dodge ... Trade By ...**

Note: This rotates the set 90 CCW°.

ZB-ZB

_____ Slide Thru _____

Note: Any place a Star Thru is used in the preceding modules a Slide Thru can be substituted.

_____ Fold _____

Slide Thru ... Pass Thru ... Ends Fold ... Box the Gnat ... Right & Left Thru ...

Note: This is a Technical Zero.

Centers In ... Cast Off $\frac{3}{4}$... Ends Fold ... Double Pass Thru ... Centers In ... Cast Off $\frac{3}{4}$... Star Thru ...

Note: This is a Technical Zero

_____ Dixie Style to an Ocean Wave _____

Star Thru ... Dixie Style to an Ocean Wave ... All 8 Circulate ... All 8 Circulate ... Men Cross Run ... Right & Left Thru ... *Note: This flip flops the set.*

Star Thru ... Dixie Style to an Ocean Wave ... All 8 Circulate ... Men Cross Run ... Right & Left Thru ...

Note: This is a Technical Zero

_____ Spin Chain Thru _____

Spin Chain Thru ... Spin Chain Thru ...

Note: This is a Technical Zero.

Spin Chain Thru ... Men Circulate ... Men Trade ... Men Run ... Wheel & Deal ...

_____ Tag the Line _____

Swing Thru ... Men Run ... Tag the Line Left ... Ferris Wheel ... Centers Pass Thru ...

Note: Medium in difficulty.

Right & Left Thru ... Square Thru ... Tag the Line ... Lead dancers U-Turn Back ...

Note: This flip flops the set.

ZB-ZB

**Split Two ... Separate around 1 to a line ... Pass Thru ...
Tag the Line In ... Slide Thru ... Right & Left Thru ...**

Note: This is a Technical Zero.

_____Half Tag_____

**Veer Left ... Couple Circulate Twice ... Half Tag the Line
... Split Circulate ... Men Run ... Reverse Flutterwheel ...
Slide Thru ...**

Note: This flip flops the set.

**Veer Left ... Couples Circulate ... Half Tag the Line ...
Centers Circulate Twice ... Split Circulate Once ... Men
Run ... Circle Left $\frac{3}{4}$...**

Note: This flip flops the set.

_____Scoot Back_____

**Touch $\frac{1}{4}$... Scoot Back ... Men Run ... Pass Thru ...
Bend the Line ... Star Thru ...**

Note: This is a Technical Zero.

_____Recycle_____

**Step to a Wave ... All Eight Circulate ... Ladies Trade ...
Recycle ... Pass to the Center ... Centers Pass Thru ...
Right & Left Thru ...**

ZB-ZB**Plus Calls**

_____ Acey Deucey _____

**Swing Thru ... Acey Deucey ... Men Run ... Wheel & Deal
... Pass to the Center ... Centers Flutterwheel ... Centers
Pass Thru ...**

_____ (Anything) & Roll _____

**Veer Left ... Couples Circulate ... Half Tag ... Trade &
Roll ... Pass to the Center ... Pass Thru ...**

Note: This flip flops the set.

_____ (Anything) & Spread _____

**Centers California Twirl ... & Spread ... All Slide Thru ...
Centers Pass Thru ...**

Note: This is a Technical Zero. It inverts and rotates the set.

_____ Chase Right _____

**½ Square Thru ... Bend the Line ... Pass Thru ... Chase
Right ... Men Run ... Star Thru ...**

Note: This is a Technical Zero. It inverts and rotates the set.

_____ Coordinate _____

**Slide Thru ... Touch ¼ ... Coordinate ... Ferris Wheel ...
Centers Flutterwheel ... Zoom ... Centers Right & Left
Thru ... Pass Thru ...**

_____ Crossfire _____

**Veer Left ... Ladies Circulate ... Crossfire ... Single File
Circulate ... Men Run ... Reverse Flutterwheel ...**

ZB-ZB

_____ Cut the Diamond _____

**Veer Left ... Men Circulate ... Ladies Hinge ... Ladies
Swing Thru ... Diamond Circulate ... Cut the Diamond ...
Wheel & Deal ... Reverse Flutterwheel ...**

Note: This is a Technical Zero

_____ Explode & (anything) _____

**Star Thru ... Pass the Ocean ... All Eight Circulate ... Ex-
plode & ... Star Thru ... Dive Thru ... Pass Thru ...**

_____ Explode the Wave _____

**Star Thru ... Pass the Ocean ... Ladies Trade ... All 8 Cir-
culate ... Explode the Wave ... Wheel & Deal ... Centers
Pass Thru ...** *Note: This is a Technical Zero.*

_____ Extend _____

**Pass to the Center ... Extend ... Swing Thru ... Swing
Thru ... Extend ... Right & Left Thru ...**

**Right & Left Thru ... Pass to the Center ... Extend ...
Swing Thru ... Swing Thru ... Extend ... (OW)**

Note: Ends in an Ocean Wave.

_____ Fan the Top _____

**Pass to the Center ... Extend ... Fan the Top ... Recycle
... Star Thru ... Zoom ... Centers Partner Trade ...**

**Swing Thru ... Scoot Back ... Fan the Top ... Right & Left
Thru ... Flutterwheel ... Sweep $\frac{1}{4}$...**

_____ Flip the Diamond _____

**Veer Left ... Men Circulate ... Ladies Hinge ... Center
Ladies Trade ... Diamond Circulate ... Flip the Diamond
... All 8 Circulate ... Right & Left Thru ...**

ZB-ZB

_____ Follow Your Neighbor _____.

**Touch ¼ ... Follow Your Neighbor ... All Eight Circulate
... Ladies Trade ... Men Cross Run ... Right & Left Thru
... Eight Chain Two ...**

Note: This flop flops the set.

_____ Grand Swing Thru _____

**Pass the Ocean ... Grand Swing Thru ... Men Run ...
Bend the Line ... Step to a Wave ... Men Circulate ...
Pass to the Center ... Centers Pass Thru ...**

Note: This is a Technical Zero.

_____ Linear Cycle _____

**Step to a Wave ... All Eight Circulate ... Linear Cycle ...
Star Thru ... Pass to the Center ... Centers Pass Thru ...**

Note: This flip flops the set.

_____ Load the Boat _____

**Veer Left ... Bend the Line ... Right & Left Thru ... Load
the Boat ... Two Ladies Chain ...**

Note: This flip flops the set.

Star Thru ... Load the Boat ... Right & Left Thru ...

Note: This flip flops the set.

_____ Peel Off _____

**Pass to the Center ... Double Pass Thru ... Peel Off ...
Star Thru ... Cloverleaf ... Zoom ... Centers Partner
Trade ...**

_____ Peel The Top _____

**Touch ¼ ... Peel The Top ... Ladies Run ... Ferris Wheel
... Centers Pass Thru ... Right & Left Thru ...**

ZB-ZB

_____ Ping Pong Circulate _____

Dive Thru ... Extend ... Ping Pong Circulate ... Extend ... (OW)*Notes: Ends in an Ocean Wave. Flip flops the set.*

_____ Relay the Deucey _____

Note: Relay the Deucey is a Zero. It flip flops the set.

_____ Single Circle to Wave _____

Single Circle to a Wave ... Men Trade ... Men Run ... Ferris Wheel ... Centers Pass Thru ...

_____ Spin Chain & Exchange the Gears _____

Spin Chain & Exchange the Gears ... Acey Duecey ... Right & Left Thru ...*Note: This flip flops the set.*

_____ Spin Chain the Gears _____

Step to a Wave ... Spin Chain the Gears ...*Note: Spin Chain the Gears is a Technical Zero.*_____ $\frac{3}{4}$ Tag the Line _____**Veer Left ... $\frac{3}{4}$ Tag the Line ... Ladies Trade ... Extend ... Men Run ... Star Thru ... Pass to the Center ... Centers Pass Thru ... (8)***Note: This is a Technical Zero*

_____ Track Two _____

Swing Thru ... Men Run ... Ferriswheel ... Double Pass Thru ... Track Two ... (OW)*Notes: Flip flops the set. Ends in an Ocean Wave.*

ZB-ZB

**Pass to the Center ... Double Pass Thru ... Track Two ...
All Eight Circulate ... (OW)**

Note: Ends in an Ocean Wave.

_____ Trade the Wave _____

**Step to a Wave ... All 8 Circulate ... Trade the Wave ... All
Eight Circulate ... Trade the Wave ... (OW)**

Note: Ends in an Ocean Wave.

**Slide Thru ... Ladies Chain ... Dixie Style to an Ocean
Wave ... Trade the Wave ... Right & Left Thru ...**

_____ Combo _____

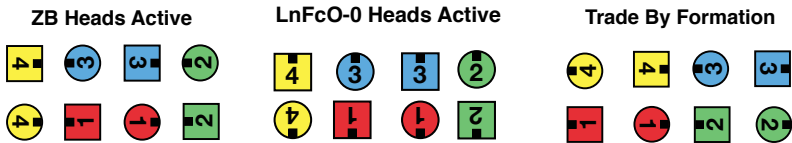
**Pass to the Center ... Double Pass Thru ... Peel Off &
Roll ... Centers Pass Thru ... Right & Left Thru ...**

Note: Technical Zero

ZB Getout Modules

Each of these ZB-Getout Modules moves the dancers from a Zero Box to an Allemande Left, Right & Left Grand, or Promenade check point.

This manual will use the three most common FASRs for a Left Allemande. These are diagramed below.



In these diagrams, the Heads are active and the set may be rotated to any one of the four quadrants. If the sides are active the diagrams would be different.

The modules in this appendix have been limited in length, through Mainstream. This should make them easy to memorize and provide a very quick recovery if the dancers fail. Each module is really only an example of the many possibilities.

The modules are constructed to follow the CALLERLAB recommended teaching order. Each module only uses basics from the preceding basics on the CALLERLAB teaching list.

Some of the modules at the Plus level have strings as long as nine basics. This reflects the added complexity of the Plus level calls. Seven basics in a string are fairly easy to memorize. However, this is about the maximum number of basics that can be memorized easily by the average caller.

Most of the modules are designed for the average dancer. i.e. there is very little tricky choreography. They are designed to be easy to understand and easy to dance. An effort has been made to intersperse the more advanced “basics” with calls that are almost

automatic for the average dancer. This gives them time to think and figure out what the caller wants them to do.

Basic – 1

_____ Circle Left/Right _____

Face the one beside you ... All join hands ... Circle Left to home

_____ Forward & Back _____

Note: Forward & Back can be inserted any time two pairs face.

_____ DoSaDo _____

Note: DoSaDo can be inserted into most of the modules below as a way to provide variety.

_____ Pass Thru _____

Right Arm Turn the Opposite ... Pass Thru ... All Swing Your Partner ... Promenade

_____ Half Sashay Family _____

Circle 1/2 ... Pass Thru ... Rollaway ... Swing Your Original Partner ... Promenade

_____ Turn Back Family _____

Centers U-Turn Back ... Swing your Partner ... Face Center ... You're Home

_____ Split Two _____

Split Two ... Separate Around One to a Line of Four ... With the Opposite Arm Turn Right ... Pass Thru (or pull by) ... Allemande Left ... (LnFcO-O)

Note: This is not the standard Zero Line.

ZB-Getout

Split Two ... Separate Around 1 to Line ... Forward & Back ... Centers of the line face ... All Right & Left Grand

_____ Courtesy Turn _____

All Courtesy Turn ... Look for your Partner ... Swing ... Promenade

_____ Ladies Chain _____

Ladies Chain ... Circle Left 3/4 ... Pass Thru ... Left Allemande (LnFcO-0)

_____ Veer Left/Right _____

Ladies Chain ... Circle Left 3/4 ... Veer Left ... Veer Right ... Left Allemande (LnFcO-0)

Note: See diagram on page ZB Getout 1

_____ Chain Down the Line _____

Veer Left ... Chain Down the Line ... Circle 1/2 ... Pass Thru ... Left Allemande (LnFcO-0)

_____ Bend the Line _____

Veer Left ... Bend the Line ... Ladies Chain ... Circle Four 1/2 ... Pass Thru ... Left Allemande (LnFcO-0)

_____ Right & Left Thru _____

Right & Left Thru ... Dive Thru ... Star Thru ... Two Ladies Chain ... Same Couples Lead Right (ZB)... Left Allemande ...

Right & Left Thru ... Rollaway ... Pass Thru ... Swing Partner ... Promenade

Note: Also, Face Center instead of the Promenade works nice

ZB-Getout

_____Star Thru_____

Right & Left Thru ... Rollaway ... Star Thru & Face* ... Left Allemande

*Note: At the *, this is a Zero Box. At the Plus level, this would be Star Thru & Roll.*

Star Right with the outside two ... Star Thru in the middle you do ... Right & Left Thru, you're home

_____California Twirl_____

Star Thru ... California Twirl ... Left Allemande (LnFcO-0)

_____Square Thru_____

½ Square Thru ... Bend the Line ... Pass Thru ... Left Allemande (LnFcO-0)

_____Circle to a Line_____

Ladies Chain ... Circle to a Line ... Forward & Back ... Bend the Line ... Pass Thru ... Allemande Left ... (LnFcO-0)

Circle to a Line ... Right & Left Thru ... Diagonal End Ladies Chain* ... Left Allemande

*Note: At the *, the is also a ZB-ZL Conversion Module*

_____Dive Thru_____

Right & Left Thru ... Dive Thru ... Square Thru ¾ ... Left Allemande

Note: Probably, this is the most used ZB Getout.

ZB-Getout**Basic – 2**

_____ Wheel Around _____

**Star Thru ... Pass Thru ... Wheel Around ... Pass Thru ...
Left Allemande (LnFcO-0)**

_____ Box the Gnat _____

Box the Gnat ... Change Hands ... Left Allemande

**Box the Gnat ... DoSaDo ... Pass Thru ... Right & Left
Grand**

_____ Ocean Wave Family _____

**Step to a Wave ... Ladies Run ... Nearest lady Left Alle-
mande**

**Step to a Wave ... Ladies Trade ... Ladies Circulate ...
Ladies Trade ... Box the Gnat ... Right & Left Grand**

**Step to a Wave ... All 8 Circulate ... Men Circulate ... Box
the Gnat ... Right & Left Grand**

_____ Swing Thru _____

**Swing Thru ... Men Trade ... Box the Gnat ... Change
Hands ... Left Allemande ...**

**Swing Thru ... Ladies Circulate ... Men Trade ... Box the
Gnat ... Right & Left Thru ... Square Thru $\frac{3}{4}$... Left Alle-
mande (TdBy Formation)**

**Swing Thru ... Men Trade ... Ladies Circulate ... Right &
Left Grand ...**

**Swing Thru ... All Eight Circulate (Any # of times) ... Men
Run ... Wheel & Deal ... Left Allemande**

*Notes: This is also a ZB-ZB. An odd number of All Eight Circulates is a
ZB-ZB Technical Zero.*

ZB-Getout

Swing Thru ... Men Half Sashay ... Left Allemande ...

Swing Thru ... Men Trade ... Ladies Circulate ... Men Run ... Promenade Wrong Way back home

_____Run_____

Swing Thru ... Men Trade ... Swing Thru ... Ladies Cross Run ... Left Allemande

Men Run ... Single File Circulate two places ... Men Run ... Left Allemande

Note: This is also a Technical Zero that rotates the set 180°.

Veer Left ... Centers Cross Run ... Left Allemande the nearest Lady

_____Pass the Ocean_____

Pass the Ocean ... Men Trade ... Ladies Trade ... Pass Thru ... Left Allemande (LnFcO)

Pass the Ocean ... Two Men on the far ends of the line Trade ... All the Ladies Trade ... All Pass Thru ... Bend the Line* ... Left Allemande

*Note: At the *, this is a ZB-ZL Conversion Module.*

_____Wheel & Deal_____

Swing Thru ... Ladies Circulate ... Men Run ... Wheel & Deal ... Box the Gnat ... Right & Left Grand

_____Double Pass Thru_____

Dive Thru ... Double Pass Thru ... Lead Couples Partner Trade ... Left Allemande *Note: Also a ZB-ZB that flip flops the set.*

Circle Four to the Left $\frac{3}{4}$... Pass Thru ... Wheel & Deal ... Centers Flutterwheel ... Double Pass Thru ... 1st Couple Left, Next Couple Left ... Promenade home

ZB-Getout

_____ 1st Couple Left/Right Next Couple Right/Left _____

Two Ladies Chain ... Pass to the Center ... Double Pass Thru ... 1st Couple Left, Next Right ... Pass Thru ... Left Allemande (LnFcO-0)

_____ Zoom _____

Dive Thru ... Zoom ... Centers Square Thru $\frac{3}{4}$... Left Allemande

Circle to a Line ... Pass Thru ... Wheel & Deal ... Zoom ... Centers Wheel Around (ZB) ... Left Allemande

Notes: Circle to a Line is almost never called from a Zero Box. The Pass Thru and the Wheel and Deal places the inactive couple on the opposite side of the set. The center couples are seldom asked to Wheel Around.

_____ Flutterwheel & Reverse Flutter Wheel _____

Right & Left Thru ... Flutterwheel ... Reverse Flutter-wheel ... Star Thru ... Pass Thru ... Allemande Left (LnFcO-0)

_____ Sweep $\frac{1}{4}$ _____

Flutterwheel ... Sweep $\frac{1}{4}$... California Twirl & face ... Left Allemande (LnFcO-0)

Reverse Flutter Wheel ... Sweep $\frac{1}{4}$... Pass Thru ... Left Allemande (LnFcO-0)

_____ Touch $\frac{1}{4}$ _____

Right & Left Thru ... Pass to The Center ... Touch $\frac{1}{4}$... Box Circulate twice ... Allemande Left

Star Thru ... Right & Left Thru ... Touch $\frac{1}{4}$... Single File Circulate 2 places ... 4 Ladies U-Turn Back ... Allemande Left

ZB-Getout

Star Thru ... Right & Left Thru ... Left Touch $\frac{1}{4}$... Single File Circulate 1 place and tap your partner on the shoulder ... Ladies U-Turn Back ... Right & Left Grand ...

Note: Moderate Difficulty

_____Box Circulate_____

Right & Left Thru ... Forward & Back ... Touch $\frac{1}{4}$... Split Circulate Twice ... Men Run ... Allemande Left (LnFcO-0)

_____Ferris Wheel_____

Swing Thru ... Men Run ... Ferris Wheel ... Pass Thru ... Left Allemande

Mainstream

_____Cloverleaf_____

Pass Thru ... Outsides Cloverleaf ... All Eight Circle Left (ZS)

Outsides U-Turn Back ... All Cloverleaf ... Right & Left Grand ...

Note: Call the Right & Left Grand while the trailers are completing the Cloverleaf.

Pass Thru ... Outsides Cloverleaf ... Centers Star Thru ... Square Thru $\frac{3}{4}$... Left Allemande

Note: This is a Technical Zero.

Pass to the Center ... Centers Square Thru ... Cloverleaf ... New Centers Square Thru $\frac{3}{4}$... Left Allemande

ZB-Getout

**Pass Thru ... Outsides Cloverleaf ... Centers Circle Left
 $\frac{3}{4}$... Zoom ... All Double Pass Thru ... 1st Couple Left,
 Next Couple Left ... Promenade**

**Pass Thru ... Outsides Cloverleaf ... Centers Circle Left
 $\frac{3}{4}$... All Double Pass Thru ... 1st Couple Right, Next
 Couple Right ... Promenade Wrong Way to home**

_____ Turn Thru _____

**Pass the Ocean ... Swing Thru ... Ladies Trade ... Turn
 Thru ... Left Allemande ... (LnFcO-0)**

**Turn Thru ... Outsides Face your Partner ... All Right &
 Left Grand**

Turn Thru ... Swing your Partner ... Promenade

_____ Pass to the Center _____

**Right & Left Thru ... Pass to the Center ... Square Thru
 $\frac{3}{4}$... Left Allemande**

_____ Single Hinge / Couple Hinge _____

**Step to a Wave ... All 8 Circulate ... Single Hinge ... All
 Eight Circulate ... Men Run ... Pass Thru ... Left Alle-
 mande (LnFcO-0)**

**Right & Left Thru ... Pass the Ocean ... Single Hinge ...
 Single File Circulate two places ... All Four Ladies U-
 Turn Back* ... Left Allemande ...**

*Note: At the *, this is also a Technical Zero.*

_____ Cast Off $\frac{3}{4}$ _____

**Turn Thru ... Centers U-Turn Back ... Centers In ... Cast
 Off $\frac{3}{4}$... Left Allemande**

ZB-Getout

**Centers In (fc to fc) ... Cast Off $\frac{3}{4}$... Ends Fold ... Zoom ...
Centers Turn Thru* ... Left Allemande**

*Note: At the *, this is a Technical Zero.*

**Right & Left Thru ... Veer Left ... Ladies Trade ... Cast
Off $\frac{3}{4}$... Pass Thru ... Left Allemande (LnFcO-0)**

_____ Spin the Top _____

**Swing Thru ... Spin the Top ... Pass Thru ... Allemande
Left ... (LnFcO-0)**

Note: This Getout also works from Zero Lines. (TdBy formation)

_____ Walk & Dodge _____

**Swing Thru Double ... Ladies Trade ... Single Hinge ...
Walk & Dodge ... Left Allemande (LnFcO-0)**

**Flutter Wheel ... Touch $\frac{1}{4}$... Walk & Dodge ... Allemande
Left (LnFcO-0)**

_____ Slide Thru _____

*Note: Any place a Star Thru is used in the preceding modules a Slide Thru
can be substituted.*

Box the Gnat ... Slide Thru ... Left Allemande (LnFcO-0)

_____ Fold _____

**Right & Left Thru ... Swing Thru ... Ladies Cross Fold ...
Pass Thru ... Right & Left Grand ...**

_____ Dixie Style to an Ocean Wave _____

**Star Thru ... Dixie Style to an Ocean Wave ... Ladies
Trade ... Left Allemande ...**

ZB-Getout

Slide Thru ... Right & Left Thru ... Dixie Style to an Ocean Wave ... Men Trade ... Left Allemande

Ladies Chain ... Dixie Style to an Ocean Wave ... Pass Thru ... Allemande Left (LnFcO-0)

_____ Spin Chain Thru _____

Spin Chain Thru ... Ladies Circulate Twice ... Right & Left Grand

Swing Thru ... Spin Chain Thru ... Recycle ... Slide Thru* ... Left Allemande

*Note: At the *, this is also a ZB-ZL Conversion Module.*

_____ Tag the Line _____

Swing Thru ... Ladies Circulate ... Ladies Trade ... Men Run ... Tag the Line Left ... Promenade

Star Thru ... Pass Thru ... Tag the Line ... Leaders U-Turn Back ... Allemande Left

_____ Half Tag _____

Step to an Ocean Wave ... Ladies Trade ... Ladies Run ... Half Tag the Line ... Men Run ... Pass Thru ... Left Allemande (LnFcO-0)

Veer Left ... Half Tag the Line ... Ladies Run ... Square Thru 4 ... Right & Left Grand

_____ Scoot Back _____

Touch ¼ ... Scoot Back ... Men Fold ... Ladies Turn Thru ... Left Allemande

Note: Some callers do not like getouts with four men facing in. The dancers don't seem to mind.

ZB-Getout

Swing Thru ... Ladies Circulate ... Men Trade ... Scoot Back ... Men Run ... Promenade

Step to an Ocean Wave ... Scoot Back ... Ladies Circulate ... Men Run ... Bend the Line* ... Allemande Left

*Notes: At the *, this is also a ZB-ZL Conversion Module.*

_____Recycle_____

Swing Thru ... Men Circulate ... Scoot Back ... Recycle ... 8 Chain 3 ... Left Allemande (TdBy Formation)

Plus Calls

_____Acey Duecey_____

Swing Thru ... Acey Duecey ... Men Run ... Bend the Line* ... Left Allemande

*Note: At the *, this is also a ZB-ZL Conversion Module*

_____ (Anything) & Roll _____

Pass Thru ... Partner Trade & ... Roll ... ½ Square Thru ... Right & Left Grand

_____ (Anything) & Spread _____

Dive Thru ... & Spread ... Pass Thru ... Bend the Line ... Slide Thru ... Centers Square Thru ¾ ... Left Allemande

*Note: At the *, this is a ZB-ZB with left hand availability. The set is flip flopped.*

_____Chase Right _____

Pass Thru ... Chase Right ... Single Hinge ... Pass Thru ... Left Allemande (LnFcO-0)

ZB-Getout

_____Coordinate_____

Reverse Flutter Wheel ... Slide Thru ... Touch $\frac{1}{4}$... Coordinate ... Ladies Trade ... Bend the Line* ... Allemande Left *Note: At the *, this is a ZB-ZL Conversion Module.*

_____Crossfire_____

Veer Left ... Men Trade ... Crossfire ... Single Hinge ... Turn Thru ... Left Allemande (LnFcO-0)

_____Cut the Diamond_____

Veer Left ... Ladies Right Arm Turn $\frac{3}{4}$... Diamond Circulate ... Cut the Diamond ... Ladies Trade ... Bend the Line ... Pass Thru ... Left Allemande (LnFcO-0)

_____Diamond Circulate_____

Two Ladies Chain ... Rollaway ... Veer Left ... Men Hinge ... Diamond Circulate ... Ladies Hinge ... Couples Hinge ... Veer Right ... Left Allemande (LnFcO-0)

_____Explode & (anything)_____

Right & Left Thru ... Pass the Ocean ... Explode & ... Allemande Left

_____Explode the Wave_____

Swing Thru Twice ... Explode the Wave ... Left Allemande (LnFcO-0)

_____Extend_____

Swing Thru ... Extend ... Centers Swing Thru ... Extend ... Centers In ... Cast Off $\frac{3}{4}$... Star Thru ... Left Allemande (TdBy Formation)

Notes: Medium in difficulty

ZB-Getout

_____ Fan the Top _____

Step to a Wave ... Men Trade ... Fan the Top ... Pass Thru ... Left Allemande (LnFcO-0)

_____ Flip the Diamond _____

Veer Left ... Ladies Hinge ... Diamond Circulate ... Flip the Diamond ... Fan the Top ... Pass Thru ... Left Allemande (LnFcO-0)

_____ Follow Your Neighbor _____.

Touch $\frac{1}{4}$... Follow Your Neighbor ... Men Cross Run ... Ladies Trade ... Pass to the Center ... Square Thru $\frac{3}{4}$... Left Allemande

_____ Grand Swing Thru _____

Swing Thru ... Spin the Top ... Grand Swing Thru ... Spin the Top ... Men Trade ... Pass Thru ... Left Allemande (TdBy Formation)

_____ Linear Cycle _____

Step to a Wave ... Linear Cycle ... Pass Thru ... Left Allemande (LnFcO-0)

_____ Load the Boat _____

Star Thru ... Load the Boat ... Dive Thru ... Square Thru $\frac{3}{4}$... Left Allemande

_____ Peel Off _____

Ladies Chain ... Touch $\frac{1}{4}$... Peel Off ... Veer Left ... Left Allemande (LnFcO-0)

ZB-Getout

_____ Peel The Top _____

Touch $\frac{1}{4}$... Peel the Top ... Men Cross Run ... Pass to the Center... Square Thru $\frac{3}{4}$... Left Allemande

_____ Ping Pong Circulate _____

Pass to the Center ... Extend ... Ping Pong Circulate ... Centers Pass Thru* ... Left Allemande*Note: At the *, the set has just been flip flopped and is a ZB.*

_____ Single Circle to Wave _____

Single Circle to a Wave ... Men Trade ... Ladies Trade ... Men Run ... Bend the Line ... Pass Thru ... Left Allemande (LnFcO-0)_____ $\frac{3}{4}$ Tag the Line _____**Swing Thru ... Men Run ... $\frac{3}{4}$ Tag the Line ... Ladies Trade ... Men Swing Thru ... Extend ... Men Run* ... Left Allemande***Note: At the *, this is a ZB-ZL Conversion Module.***Pass to the Center ... All Double Pass Thru ... Peel Off ... Pass Thru ... $\frac{3}{4}$ Tag the Line ... Right & Left Grand**

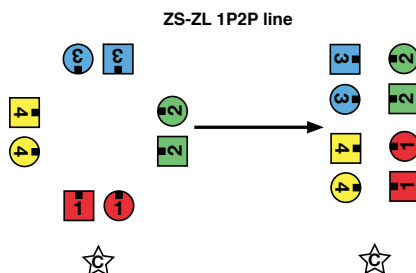
_____ Track Two _____

Dive Thru ... Double Pass Thru ... Track Two ... Ladies Circulate ... Right & Left Thru ... Star Thru ... Right & Left Thru* ... Left Allemande*Note: At the *, this is a ZB-ZL Conversion Module*

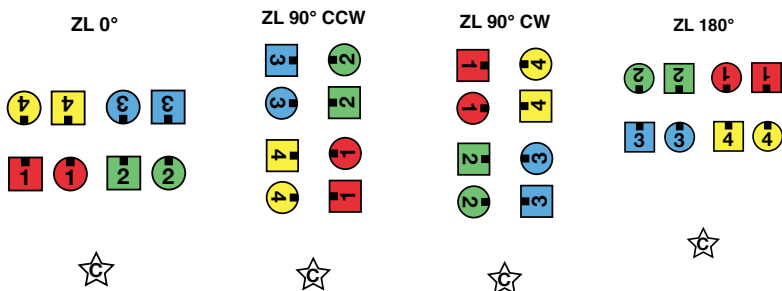
_____ Trade the Wave _____

Step to a Wave ... Men Trade ... Ladies Trade ... Trade the Wave ... Left Allemande**Pass the Ocean ... Trade the Wave ... Pass Thru ... Left Allemande**

ZS-ZL Setup Modules



Each of these ZS-ZL Modules moves the dancers from a Zero Square to a Zero Line. In the diagram above, the Heads are active and Lead Right and Circle to a Line. The facing lines could also be 4P1P. They could be rotated to any quadrant as shown below.



The modules in this appendix have been limited in length, through Mainstream. This should make them easy to memorize and provide a very quick recovery if the dancers fail. Each module is really only an example of the many possibilities.

The modules are constructed to follow the CALLERLAB recommended teaching order. Each module only used basics from the preceding basics on the CALLERLAB teaching list.

Some of the modules at the Plus level have strings as long as seven basics. This reflects the added complexity of the Plus level calls. Seven basics in a string are still fairly easy to memorize.

However, this is about the maximum number of basics that can be memorized easily by the average caller.

Basic – 1

_____ DoSaDo _____

Note: DoSaDo can be inserted into most of the modules below as a way to provide variety.

_____ Pass Thru _____

Head/Side Couples Circle Left $\frac{3}{4}$... Pass Thru ... Circle Left $\frac{1}{4}$...

Head/Side Couples Circle Left $\frac{3}{4}$... Pass Thru ... Circle Right $\frac{3}{4}$...

_____ Half Sashay Family _____

Head/Side Couples Rollaway ... Pass Thru ... Both Turn Right Single File ... Around Two to a Line ...

Note: Rotates the set 90° Clockwise (CCW)

_____ Separate _____

Side/Head Men & Corner Lady Pass Thru ... Separate around two to a line ...

Note: The lines of four are on the diagonal of the hall.

_____ Ladies Chain _____

Four Ladies Chain $\frac{3}{4}$... Four Ladies Chain Across ... Sides/Heads Pass Thru ... Separate Around 2 to a line ... Partners Half Sashay ...

Four Ladies Chain ... Four Ladies Chain $\frac{3}{4}$... Heads/Sides Pass Thru ... Separate Around One to a Line ... Centers of the Line Half Sashay ...

ZS-ZL

_____Lead Right_____

Sides/Heads Lead Right ... Circle Left $\frac{3}{4}$...

_____Veer Left/Right_____

**Heads/Sides Circle Left $\frac{3}{4}$... Veer Left ... Veer Right ...
Circle Right $\frac{3}{4}$...**

_____Chain Down the Line_____

**Sides/Heads Lead Right ... Veer Left ... Chain Down the
Line ... Two Ladies Chain ... Same Four Circle Half ...***Note: Rotates set 90° counterclockwise (CCW)*

_____Bend the Line_____

**Sides/Heads Veer Left ... Bend the Line ... Pass Thru ...
Veer Right ... Bend the Line ...***Note: Rotates set 90° CCW*

_____Circulate Family_____

**Heads/Sides Circle Left $\frac{3}{4}$... Pass Thru ... Veer Left ...
Couples Circulate ... Bend the Line ...***Note: You can Couples Circulate as many times as you choose. The Bend
the Line will always result in a Zero Line.*

_____Right & Left Thru_____

**Head/Side Couples Right & Left Thru ... Forward & Back
... Same Couples Lead Right ... Veer Left ... Bend the
Line ...****Four Ladies Chain $\frac{3}{4}$... Sides Right & Left Thru ...
Heads Pass Thru ... Separate Around 2 to a Line ... All
Pass Thru ... U-Turn Back ...***Note: To get the 2nd version, where you find Head, substitute Side. Where
you find Side, substitute Head. Rotated 90° CCW.*

ZS-ZL

Star Thru

**Side/Head Ladies Chain ... Same Couples Star Thru ...
 Pass Thru ... Star Thru ... Right & Left Thru ... Two
 Ladies Chain ...** *Note: The set is rotated 90° CCW*

California Twirl

**Head/Side Ladies Chain ... Same Couples Star Thru ...
 California Twirl ... Circle Left ¼ ...**

Square Thru

**Four Ladies Chain $\frac{3}{4}$... Heads/Sides $\frac{1}{2}$ Square Thru ...
 $\frac{1}{2}$ Square Thru with the outside two ... Bend the Line ...**

**Head/Side Ladies Chain ... Same Couples $\frac{1}{2}$ Square Thru
 ... Right & Left Thru ... Two Ladies Chain ... Square Thru
 4 ... Bend the Line ...**

*Notes: Set rotated 90° CCW. Replace Bend the Line with California twirl
 for another ZS-ZB module.*

**Four Ladies Chain $\frac{3}{4}$... All Half Sashay ... Heads Square
 Thru that way ... Split the outside two ... Separate
 Around 1 to a Line of Four ...**

**Side/Head Men & Corner Ladies Square Thru ... Split
 Two ... Separate around 1 to a line of four ...**

Note: The lines of four are on the diagonal of the hall.

**Heads/Sides Rollaway ... Circle Left ... 4 Ladies Square
 Thru Four ... DoSaDo to an Ocean Wave ... Ladies Run
 ... Box the Gnat ... Right & Left Thru ...**

**Sides/Heads Rollaway ... Circle Left ... 4 Men Square
 Thru ... DoSaDo to an Ocean Wave ... Men Run ...**

Circle to a Line

Heads/Sides Lead Right ... Circle to a Line ...

Note: Set rotated 90° CCW

ZS-ZL Dive Thru

Heads/Sides Lead Right ... Outsides Dive Thru ... Pass Thru ... Dive Thru ... Pass Thru ... Circle to a Line ...

Note: The set is rotated 180°

Basic – 2 Wheel Around

Side/Head Couples Lead Right ... Pass Thru ... Wheel Around ... Two Ladies Chain ... Star Thru ...

Note: Set rotated 90° CCW

Allemande Left ... Promenade ... Heads/Sides Wheel Around ...

 Box the Gnat

Four Ladies Chain 3/4 ... All Rollaway ... Sides/Heads Box the Gnat ... Pass Thru ... Separate Around 1 to a Line ... Box the Gnat ... Right & Left Thru ...

 Trade

Heads/Sides Veer Left ... Couples Trade ... Bend the Line ... Pass Thru ... Circle Right $\frac{3}{4}$...

 Ocean Wave Family

Side/Head Ladies Chain ... $\frac{1}{2}$ Square Thru ... Star Thru ... Step to a Wave ... Ladies Trade ... Right & Left Thru ...
Note: Set is rotated 90° CCW

 Swing Thru

Sides/Heads Star Thru ... Swing Thru ... Trade Right ... Right & Left Thru ... Pass Thru ... Circle Left $\frac{3}{4}$...

Note: Set is rotated 90° CCW.

ZS-ZL

_____Run_____

Side/Head Ladies Chain ... ½ Square Thru ... Swing Thru ... Men Run ... Bend the Line ...

Note: Set is rotated 90° CCW

_____Pass the Ocean_____

Heads/Sides Pass the Ocean ... Ladies Trade ... Pass Thru ... Pass the Ocean ... Ladies Trade ... Right & Left Thru ... *Note: Set is rotated 90° CCW*

_____Wheel & Deal_____

Sides/Heads Lead Right ... Veer Left ... Wheel & Deal ... Star Thru ... Two Ladies Chain ... *Note: Set is rotated 90° CCW*

_____Double Pass Thru_____

Sides/Heads Circle Left ¾ ... Double Pass Thru ... Lead Couples California Twirl ... Circle Left ¼ ...

Note: Set is rotated 90° CW

_____1st Couple Left/Right Next Couple Right/Left_____

Heads/Sides Circle Left ¾ ... Double Pass Thru ... 1st Couple Right, Next Couple Left ...

Note: Set is rotated 180° CCW

Heads/Sides Veer Left ... Bend the Line ... Double Pass Thru ... 1st Couple Left, Next Right ...

Note: 4PIP line rotated 90° CCW

_____Zoom_____

Heads/Sides Circle Left ¾ ... Zoom ... Double Pass Thru ... 1st Couple Left, Next Couple Right ...

Note: Set is rotated 180° CCW

ZS-ZL

_____Flutter Wheel & Reverse Flutter Wheel_____

**Sides/Heads Lead Right ... Veer Left ... Wheel & Deal ...
Reverse Flutterwheel ... Star Thru ...**

Note: Set is rotated 90° CCW

**Head/Side Couples Courtesy Turn ... Flutterwheel ...
Same Couples Star Thru ... Double Pass Thru ... 1st
Couple Right, Next Couple Left ...**

Note: Set is rotated 90° CCW. Flutterwheel is more comfortable for the dancers if it is started by some turning motion. In this case the turning motion is the Courtesy Turn.

_____Sweep 1/4_____

**Sides/Heads Reverse Flutterwheel ... Sweep 1/4 ... Flut-
terwheel ... Double Pass Thru ... 1st Couple Right, Next
Couple Left ...** *Note: Set is rotated 180°*

**Sides/Heads Reverse Flutterwheel ... Sweep 1/4 ... Flut-
terwheel ... Pass Thru ... Flutterwheel ... Sweep 1/4 ... Re-
verse Flutterwheel ...**

Note: Set is rotated 90° CCW

**Four Ladies Chain 3/4 ... Sides/Heads 1/2 Square Thru ...
Flutterwheel ... Sweep 1/4 ...**

**Heads/Sides Lead Right ... Veer Left ... Wheel & Deal ...
Sweep 1/4 ...**

_____Trade By_____

**Head/Side Ladies Chain ... Same Couples 1/2 Square Thru
... Pass Thru ... Trade By ... Circle Left 3/4 ...**

Note: Set is rotated 180°

_____Touch 1/4_____

**Head/Side Ladies Chain ... Touch 1/4 ... Men Run ... Circle
Left 1/4 ...**

ZS-ZL

_____Box Circulate_____

**Side/Head Ladies Chain ... Touch $\frac{1}{4}$... Box Circulate
Twice ... Men Run ... Circle Left $\frac{3}{4}$...**

Note: Set is rotated 90° CCW

**Sides/Heads Lead Right ... Touch $\frac{1}{4}$... Box Circulate ...
Men Run ...**

_____Ferris Wheel_____

**Sides/Heads Lead Right ... Veer Left ... Ferris Wheel ...
Centers Pass Thru ... Circle Left $\frac{3}{4}$...**

Note: The set is rotated 90° CCW

Mainstream

_____Cloverleaf_____

**Head/Side Couples Courtesy Turn ... Flutterwheel ...
Pass Thru ... Cloverleaf ... Double Pass Thru ... 1st Couple
Left, Next Couple Right ...**

*Note: Set is rotated 90° CW. Flutterwheel is more comfortable for the
dancers if it is started by some turning motion. In this case the turning motion is
the Courtesy Turn.*

_____Turn Thru_____

**Four Ladies Chain $\frac{3}{4}$... All Half Sashay ... Heads/Sides
Turn Thru ... Separate Around 1 to a Line ... All Box the
Gnat ... Right & Left Thru ...**

_____Eight Chain Thru_____

Heads/Sides Lead Right... 8 Chain 2 ... Circle Left $\frac{3}{4}$...

Note: Set is rotated 180°. See Heads Lead Right equivalents.

ZS-ZL

_____ Pass to the Center _____

**Heads/Sides Lead Right ... Pass to the Center ... Double
Pass Thru ... 1st Couple Left, Next Couple Right ...**

*Notes: The Set is rotated 90° CW. The call Dive Thru can be substituted for
Pass to the Center. Also see Heads Lead Right equivalents.*

_____ Single Hinge / Couples Hinge _____

**Side/Head Couples Veer Left ... Couples Hinge ... Veer
Right ... Circle Right ¼ ...**

Note: Set is rotated 90° CCW

**Heads/Sides Lead Right ... Veer Left ... Couples Hinge ...
Wheel & Deal ...**

**Sides/Heads Step to a Wave ... Single Hinge ... Walk &
Dodge ... Circle Left ¾ ...**

*Notes: The Set is rotated 90° CCW. In this case, Step to a Wave & Single
Hinge is the same as Touch ¼.*

_____ Centers In _____

**All Half Sashay ... Join hands & new Head Couples Half
Sashay ... New Side Couples Star Thru ... All Double
Pass Thru ... Centers In ... California Twirl ...**

*Note: To get the second version, where you find Head, substitute Side.
Where you find Side, substitute Head. The Set is rotated 180°*

_____ Cast Off 3/4 _____

**All 1/2 Sashay ... Join hands & new Side couples 1/2
Sashay ... New Head Couples Star Thru ... All Double
Pass Thru ... Centers In ... Cast Off ¾ ...**

*Note: To get the second version, where you find Head, substitute Side.
Where you find Side, substitute Head. The Set is rotated 180°.*

ZS-ZL

_____ Spin the Top _____

Sides/Heads Lead Right ... Swing Thru ... Spin the Top ... Ladies Trade ... Pass Thru ... Partner Trade ...

Note: The set is rotated 90° CW

Heads/Sides Spin the Top ... Turn Thru ... Circle Four to a Line ...

_____ Walk & Dodge _____

Heads/Sides Touch ¼ ... Walk & Dodge ... Touch ¼ ... Walk & Dodge ... Partner Trade ...

Notes: Other choices, include Cast Off ¾.

Sides/Heads Lead Right ... Touch ¼ ... Walk & Dodge ... California Twirl ...

Note: The set is rotated 90° CCW

Heads/Sides Touch ¼ ... Walk & Dodge ... Touch ¼ ... Walk & Dodge ... Partner Trade ...

_____ Slide Thru _____

Note: Any place a Star Thru is used in the preceding modules a Slide Thru can be substituted.

_____ Fold _____

Head/Side Ladies Chain ... Star Thru ... Double Pass Thru ... Centers In ... Ends Cross Fold ... Circle Left ¾

... *Note: The Set is rotated 180°.*

_____ Dixie Style to an Ocean Wave _____

Sides/Heads Right & Left Thru ... Dixie Style to an Ocean Wave ... Pass Thru ... Circle Left ¾ ...

ZS-ZL

Sides/Heads Lead Right ... Two Ladies Chain ... Dixie Style to an Ocean Wave ... Men Cross Run ... Right & Left Thru ...

Note: The set is rotated 90° CCW

Sides/Heads Right & Left Thru ... Dixie Style to an Ocean Wave ... Pass Thru ... Swing Thru the outside 2 ... Men Run ... Bend the Line ...

_____ Spin Chain Thru _____

Four Ladies Chain ... Sides/Heads Square Thru ... Step to a Wave ... Spin Chain Thru ... Men Run ... Bend the Line ... *Note: The set is rotated 90° CCW*

_____ Tag the Line _____

Sides/Heads Lead Right ... Veer Left ... Tag the Line Left ... Bend the Line ...

Note: The set is rotated 90° CCW

Four Ladies Chain $\frac{3}{4}$... Sides/Heads $\frac{1}{2}$ Square Thru ... Split Two ... Separate around 1 to a Line ... Tag the Line Out ... Bend the Line ...

_____ Half Tag _____

Sides/Heads Veer Left ... Half Tag the Line ... Walk & Dodge ... Veer Right ... Bend the Line ...

Note: The set is rotated 90° CCW

_____ Scoot Back _____

Sides/Heads Lead right ... Right & Left Thru ... Touch $\frac{1}{4}$... Scoot Back ... Men Run ... Reverse Flutterwheel ...

Note: The set is rotated 90° CCW

Head/Side Ladies Chain ... Same Couples Half Sashay ... Square Thru ... Swing Thru ... Scoot Back ... Men Run ...

ZS-ZL

_____Recycle_____

Slide/Head Ladies Chain ... Same Couples $\frac{1}{2}$ Square Thru ... Step to a Wave ... Ladies Trade ... Recycle ... Sweep $\frac{1}{4}$...

Note: The set is rotated 90° CCW

Plus Calls

_____Acey Deucey_____

Four Ladies Chain ... Heads/Sides $\frac{1}{2}$ Square Thru ... Step to a Wave ... Acey Deucey ... Recycle ... Star Thru ... *Note: The Set is rotated 180°.*

_____ (Anything) & Roll _____

Sides/Heads Lead Right ... Veer Left ... $\frac{1}{2}$ Tag ... Trade & Roll ... Circle Left $\frac{3}{4}$...

Heads/Sides Pass Thru ... Separate Around 2 to a Line ... All Touch $\frac{1}{4}$... Single File Circulate ... Trade by the Right & Roll ...

_____ (Anything) & Spread _____

Sides Courtesy Turn ... Flutterwheel ... Head Couples Star Thru ... & Spread ... All Star Thru ... Double Pass Thru ... 1st Couple Left, Next Right ...

Note: To get another variation replace each place Heads is used with Sides. Replace each place Sides is used with Heads.

_____Chase Right _____

Side/Head Ladies Chain ... Same Couples $\frac{1}{2}$ Square Thru ... Square Thru 4 ... Chase Right ... Men Run ... Reverse Flutterwheel ... *Note: The set is rotated 90° CCW*

ZS-ZL

_____ Coordinate _____

Sides Courtesy Turn ... Flutterwheel ... Heads Lead Right ... Pass Thru ... Men Run ... Coordinate ... Bend the Line ... *Note: The Set is rotated 180°. To get another variation replace each place Heads is used with Sides. Replace each place Sides is used with Heads.*

_____ Crossfire _____

Sides/Heads Circle Left $\frac{1}{2}$... Veer Left ... Couples Hinge ... Crossfire ... Walk & Dodge ... Veer Right ... Bend the Line ... *Note: The set is rotated 90° CCW*

_____ Cut the Diamond _____

Sides/Heads Lead Right ... Veer Left ... Ladies Arm Turn $\frac{3}{4}$... Diamond Circulate ... Cut the Diamond ... Bend the Line ... *Note: The set is rotated 90° CCW*

_____ Diamond Circulate _____

Sides/Heads Lead Right ... Veer Left ... Ladies Turn Right $\frac{3}{4}$... Diamond Circulate Twice ... Ladies Hinge ... Bend the Line ...

_____ Explode & (anything) _____

Sides/Heads Right & Left Thru ... Pass the Ocean ... Explode ... & Touch $\frac{1}{4}$... Walk & Dodge ... Circle Left $\frac{3}{4}$... *Note: The set is rotated 90° CCW*

Sides/Heads Lead Right ... Step to a Wave ... Ladies Trade ... Explode & ... Right & Left Thru ... *Note: The set is rotated 90° CCW*

_____ Explode the Wave _____

Sides/Heads Step to a Wave ... Ladies Trade ... Explode the Wave ... Circle Left $\frac{3}{4}$... *Note: The set is rotated 90° CCW*

ZS-ZL

Sides/Heads Lead Right ... Step to a Wave ... Ladies Trade ... Explode the Wave ... Bend the Line ...

_____ Extend _____

Sides/Heads Pass the Ocean ... Ladies Trade ... Extend ... Swing Thru ... Men Run ... Bend the Line ...

Note: The set is rotated 90° CCW

Sides/Heads Pass the Ocean ... Ladies Trade ... Extend ... Single Hinge ... Box Circulate ... Men Run ...

Sides/Heads Step to a Wave ... Fan the Top ... Extend ... Fan the Top ... Right & Left Thru ...

Note: The set is rotated 90° CW.

_____ Fan the Top _____

Sides/Heads Step to a Wave ... Fan the Top ... Pass Thru ... Step to a Wave ... Fan the Top ... Right & Left Thru ...

Note: The set is rotated 90° CCW

_____ Flip the Diamond _____

Sides/Heads Lead Right ... Veer Left ... Ladies Hinge ... Diamond Circulate ... Flip the Diamond ... Men Run ... Couples Circulate (Any # of times) ... Bend the Line

_____ Follow Your Neighbor _____.

Sides/Heads Lead Right ... Touch $\frac{1}{4}$... Follow Your Neighbor ... Ladies Run ... Men Trade ... Bend the Line

... Note: The set is rotated 90° CCW

_____ Linear Cycle _____

Sides/Heads Ladies Chain ... Same Couples Star Thru ... Pass Thru ... Step to a Wave ... Ladies Trade ... Linear Cycle ...

ZS-ZL

Sides/Heads Courtesy Turn ... Flutterwheel ... Step to a Wave ... Linear Cycle ... Pass Thru ... Circle Left $\frac{3}{4}$...

Note: Flutterwheel is more comfortable for the dancers if it is started by some turning motion. In this case the turning motion is the Courtesy Turn.

_____ Load the Boat _____

Sides/Heads Ladies Chain ... All Rollaway ... Heads/Sides Pass Thru ... Separate Around 2 to a Line ... Load the Boat ... Circle Left $\frac{3}{4}$

_____ Peel Off _____

Sides/Heads Lead Right ... Swing Thru ... Ends Fold ... Peel Off ... Bend the Line ...

Note: The set is rotated 90° CCW

Sides/Heads Pass the Ocean ... Men Trade ... Swing Thru ... Ends Fold ... Peel Off ... Veer Right ... Circle Right $\frac{1}{4}$... *Note: The set is rotated 90° CCW*

Four Ladies Chain $\frac{3}{4}$... Heads/Sides Slide Thru ... Box the Gnat ... Double Pass Thru ... Peel Off ...

Note: This rotates the set 180°.

_____ Peel the Top _____

Sides/Heads Lead Right ... Swing Thru ... Ends Fold ... Peel the Top ... Men Trade ... Right & Left Thru ...

Note: The set is rotated 90° CCW

_____ Ping Pong Circulate _____

Four Ladies Chain ... Sides/Heads Pass the Ocean ... Ping Pong Circulate ... Centers Recycle ... All Double Pass Thru ... 1st Couple Right, Next Left ...

ZS-ZL

Note: The set is rotated 90° CW.

Sides/Heads Courtesy Turn ... Flutter Wheel ... Pass the Ocean ... Ping Pong Circulate ... Centers Pass Thru ... Circle Left $\frac{1}{4}$...

Note: The set is rotated 90° CW.

_____ Single Circle to Wave _____

Heads/Sides $\frac{1}{2}$ Square Thru ... Single Circle to a Wave ... Men Circulate ... Men Run ... Bend the Line ... Right & Left Thru ...

_____ Spin Chain & Exchange the Gears _____

Heads/Sides Lead Right ... Step to a Wave ... Spin Chain & Exchange the Gears ... Acey Deucey ... Men Run ... Bend the Line ...

_____ Spin Chain the Gears _____

Heads/Sides Lead Right ... Spin Chain the Gears ... Swing Thru ... Men Run ... Bend the Line ...

Note: The set is rotated 180°

_____ Track Two _____

Side/Head Ladies Chain ... Same Couples Star Thru ... Double Pass Thru ... Track Two ... Swing Thru ... Men Run ... Bend the Line ...

Note: The set is rotated 90° CW

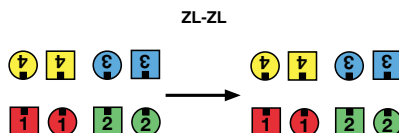
_____ Trade the Wave _____

Sides/Heads Lead Right ... Step to a Wave ... Trade the Wave ... Ladies Trade ... Men Run ... Bend the Line ...

Note: The set is rotated 90° CCW

ZL-ZL Modules

Each of these ZL-ZL Modules moves the dancers from a Zero Line to a Zero Line.



Most of the modules are True Zeros. This means the ending FASR will be exactly the same as the beginning FASR even though the set may be rotated. Some of the modules are Technical Zeros. Please refer to the chapter on Technical Zeros for an explanation of Technical Zeros.

The modules in this appendix have been limited in length through Mainstream. This should make them easy to memorize and provide a very quick recovery if the dancers fail. Each module is really only an example of the many possibilities.

The modules are constructed to follow the CALLERLAB recommended teaching order. Each module only used basics from the preceding basics on the CALLERLAB teaching list.

Some of the modules at the Plus level have strings as long as nine basics. This reflects the added complexity of the Plus level calls. Seven basics in a string are fairly easy to memorize. However, this is about the maximum number of basics that can be memorized easily by the average caller.

ZL-ZL**Basic – 1**

_____ Star Left/Right _____

Star Right ... Star Left to the same lines

**Circle Four to the Right $\frac{3}{4}$... Star Right ... Heads/Sides
Star Left $\frac{1}{2}$ in the center ... To the outside pair Star Right
 $\frac{3}{4}$... Heads/Sides Star Left $\frac{1}{2}$ in the middle ... Circle Left
 $\frac{3}{4}$**

_____ Split Two _____

**Circle Left with the opposite pair $\frac{3}{4}$... Inside two Split
the outside two ... Separate around 1 into the middle ...
Pass Thru ... Separate Around 1 into the middle ... Pass
Thru in the Center ... Circle Four to the Left $\frac{3}{4}$**

Note: This is a Technical Zero. If it starts in a 1P2P line, it moves from a 1P2P line to a 4P1P line.

_____ Courtesy Turn _____

**Circle Four to the Left $\frac{3}{4}$... Pass Thru ... Centers Pass
Thru ... All Courtesy Turn ... Centers Pass Thru ... Circle
Left $\frac{3}{4}$**

_____ Ladies Chain _____

Note: See FCZ Zeros Appendix

**2 {Pass Thru ... Courtesy Turn ... Diagonal End Ladies
Chain ... Pass Thru ... Courtesy Turn ... Diagonal End**

ZL-ZL

Ladies Chain ...}

Notes: The string of six basics must be repeated twice. Ladies Chains on the diagonal are not common, but this is a smooth routine. Once through the string gives the men their opposite lady.

_____ Chain Down the Line _____

Veer Left ... Chain Down the Line ... Veer Left ... Chain Down the Line ... Circle Four to the Left ½ ...

_____ Bend the Line _____

Pass Thru ... Bend the Line ... Right & Left Thru ...

Note: This is a Technical Zero. If it starts in a 1P2P line, it moves from a 1P2P line to a 4P1P line

2 {Box the Gnat ... Pass Thru ... Bend the Line ...}

Note: The string of three “basics” must be repeated twice.

Pass Thru ... Bend the Line ... Pass Thru ... Bend the Line ...

Note: Rotates the set 180°.

_____ Circulate Family _____

Veer Left ... Chain Down the Line ... Two Ladies Chain ... Veer Left ... Couples Circulate ... Bend the Line ... Circle Four half way ...

Note: This is a Technical Zero.

_____ Right & Left Thru _____

Note: See FCZ Appendix.

_____ Star Thru _____

Star Thru ... Pass Thru ... Centers Pass Thru ... All Courtesy Turn ... Centers Pass Thru ... Star Thru the outside two ...

ZL-ZL

_____California Twirl_____

Note: California Twirl and Courtesy Turn accomplish the same thing. i.e. the couple is rotated 180°. This means the caller can replace a Courtesy Turn in any of the above modules with California Twirl. It also means you can replace a California Twirl with Courtesy Turn in any of the following modules.

_____Square Thru_____

2 {Square Thru 4 ... Pass Thru in the center ... Outsides California Twirl ... Square Thru 4 ... Bend the Line ...}

Note: The string of five basics must be repeated twice. This flip flops the set

_____Dive Thru_____

Star Thru ... Dive Thru ... Pass Thru ... Right & Left Thru ... Dive Thru ... Pass Thru ... Star Thru ...

Basic – 2

_____Wheel Around_____

Pass Thru ... All Wheel Around ... Right & Left Thru ...

2 {Pass Thru ... Wheel Around ... Pass Thru ... Bend the Line ...}

Note: The string of four basics must be repeated twice

_____Box the Gnat_____

2 {Box the Gnat ... Pass Thru ... Bend the Line}

Note: The string of three basics must be repeated twice.

_____Trade_____

Pass Thru ... Men Trade ... Centers Trade ... Ends Trade ... Men Trade ...

Note: This rotates the set 180°.

ZL-ZL

Pass Thru ... Ladies Trade ... Centers Trade ... Ends Trade ... Ladies Trade ...

Note: This rotates the set 180°.

Pass Thru ... Ladies Trade ... Men Trade ... Pass Thru ... Men Trade... Ladies Trade ...

Pass Thru ... Ladies Trade ... Men Trade ... Box the Gnat ... Right & Left Thru ...

_____ Ocean Wave Family _____

Star Thru ... Step to a Wave ... All Eight Circulate twice ... Right & Left Thru ... Star Thru ...

Note: This rotates the set 180°.

_____ Swing Thru _____

Star Thru ... Swing Thru ... All Eight Circulate ... Swing Thru ... Right & Left Thru ... Bend the Line ... Right & Left Thru ...

Note: This is a Technical Zero. . If it starts in a 1P2P line, it moves from a 1P2P line to a 4P1P line.

_____ Run _____

Star Thru ... Swing Thru ... All Eight Circulate ... Ladies Trade ... Men Run ... Bend the Line ...

Note: This is a Technical Zero. .

_____ Pass the Ocean _____

Pass the Ocean ... Swing Thru ... Ladies Trade ... Men Run ... Couples Circulate ... Bend the Line ...

Note: This is a Technical Zero.

Pass the Ocean ... Swing Thru ... Men Run ... Chain Down the Line ...

ZL-ZL

_____ Wheel & Deal _____

**Pass Thru ... Wheel & Deal ... Centers Pass Thru ...
Swing Thru ... Men Run ... Bend the Line ...**

Note: This rotates the set 90° CW.

_____ Double Pass Thru _____

**Pass Thru ... Wheel & Deal ... Double Pass Thru ... Lead
Couples Partner Trade ... Circle Four to the Left $\frac{3}{4}$...**

Note: This is a Technical Zero. . If it starts in a 1P2P line, it moves from a 1P2P line to a 4P1P line

_____ 1st couple Left/Right Next Couple Right/Left _____

**Pass Thru ... Wheel & Deal ... Double Pass Thru ... 1st
Couple Left, Next Right ...**

_____ Zoom _____

**Pass Thru ... Wheel & Deal ... Zoom ... Double Pass
Thru ... 1st Couple Right, Next Left ...**

_____ Flutter Wheel & Reverse Flutter Wheel _____

**Star Thru ... Flutterwheel ... Pass to the Center ... Pass
Thru ... Star Thru ... Flutterwheel ... Right & Left Thru ...**

Note: This is a Technical Zero.

**Pass Thru ... Bend the Line ... Flutterwheel ... Slide Thru
... Circle to a Line ...**

**Star Thru ... Reverse Flutterwheel ... Pass to the Center
... Pass Thru ... Star Thru ... Reverse Flutter Wheel ...
Right & Left Thru ...**

Note: This is a Technical Zero.

**Star Thru ... Flutterwheel ... Pass to the Center ... Pass
Thru ... Star Thru ... Reverse Flutterwheel ...**

Note: This is a Technical Zero.

ZL-ZL

**Star Thru ... Reverse Flutterwheel ... Pass to the Center
... Pass Thru ... Star Thru ... Flutterwheel ...**

Note: This is a Technical Zero.

**Pass Thru ... Men Run ... Split Circulate ... Men Run ...
Reverse Flutter Wheel ...**

_____ Sweep $\frac{1}{4}$ _____

**2 {Flutterwheel ... Sweep $\frac{1}{4}$... Pass to the Center ...
Pass Thru ... Star Thru ...}**

Note: Rotates the set 180° .

**Two Ladies Chain ... Flutterwheel ... Sweep $\frac{1}{4}$... 8 Chain
Four ... Star Thru ... Two Ladies Chain ...**

Note: This rotates the set 180° .

_____ Trade By _____

**Star Thru ... Pass Thru ... Trade By ... Star Thru ... $\frac{1}{2}$
Square Thru ... Trade By ... Star Thru ...**

**Star Thru ... Square Thru $\frac{3}{4}$... Trade By ... Square Thru
 $\frac{3}{4}$... Trade By ... Flutterwheel ... Sweep $\frac{1}{4}$...**

_____ Touch $\frac{1}{4}$ _____

**Touch $\frac{1}{4}$... Single File Circulate ... All Trade ... Single
File Circulate ... Men Run ... Star Thru ... Right & Left
Thru ...**

**Touch $\frac{1}{4}$... Single File Circulate twice ... Men Run ...
Trade By ... 8 Chain 2 ... Star Thru ...**

*Note: This is a Technical Zero. . If it starts in a 1P2P line, it moves from a
1P2P line to a 4P1P line*

ZL-ZL

_____ Split/Box Circulate _____

**Pass Thru ... Wheel & Deal ... Centers Pass Thru ...
Touch $\frac{1}{4}$... Split Circulate ... Men Run ...**

Note: This rotates the set 90°.

_____ Ferris Wheel _____

**Star Thru ... Veer Left ... Ferris Wheel ... Centers Pass
Thru ... Star Thru ...**

**Pass the Ocean ... Swing Thru ... Men Run... Fer-
riswheel ... Centers Pass Thru ... Star Thru ... Right &
Left Thru ...**

Mainstream

_____ Cloverleaf _____

**Square Thru 4 ... Outsides Cloverleaf ... Centers Square
Thru 4 ... Star Thru ...**

*Note: This is a Technical Zero. . If it starts in a 1P2P line, it moves from a
1P2P line to a 4P1P line*

**$\frac{1}{2}$ Square Thru ... Outsides Cloverleaf ... Centers Square
Thru 4 ... Star Thru ... Right & Left Thru ...**

Note: This is a Technical Zero.

_____ Turn Thru _____

**Turn Thru ... Bend the Line ... Turn Thru ... Bend the
Line ...**

**Star Thru ... Touch $\frac{1}{4}$... Swing Thru ... Pass to the Cen-
ter ... Centers Turn Thru ... Slide Thru ... Two Ladies
Chain ...** *Note: This is a Technical Zero.*

ZL-ZL

_____Eight Chain Thru_____

Star Thru ... Eight Chain 4 ... Star Thru ... Right & Left Thru ... *Note: This rotates the set 180°.*

Two Ladies Chain ... Flutterwheel ... Sweep $\frac{1}{4}$... 8 Chain Four ... Star Thru ... Two Ladies Chain ...
Note: This rotates the set 180°.

Touch $\frac{1}{4}$... Men Run ... Trade By ... Right & Left Thru ... 8 Chain 2 (or 6) ... Star Thru ... Right & Left Thru ...

_____Pass to the Center_____

Pass Thru ... Wheel & Deal ... Centers Pass Thru ... Pass to the Center ... Centers Pass Thru ... Circle Left $\frac{3}{4}$...

Note: This is a Technical Zero.

_____Single Hinge / Couples Hinge_____

Veer Left ... Couples Hinge ... Couples Circulate ... Couples Trade ... Couples Circulate ... Bend the Line ...

Note: This is a Technical Zero. If it starts in a 1P2P line, it moves from a 1P2P line to a 4P1P line

Pass the Ocean ... Ladies Trade ... All Eight Circulate ... Single Hinge ... Box Circulate ... Men Run ...

Note: This is a Technical Zero.

Swing Thru ... Single Hinge ... Single File Circulate ... Trade ... Single File Circulate ... Single Hinge ... Men Run ... Wheel & Deal ...

_____Centers In_____

$\frac{1}{2}$ Square Thru ... Centers Square Thru $\frac{3}{4}$... Centers In ... Ends Cross Fold ... Star Thru ...

ZL-ZL

_____Cast Off $\frac{3}{4}$ _____

Pass Thru ... Cast Off $\frac{3}{4}$... Pass Thru ... Bend the Line
 ... *Note: This rotates the set 180°.*

Pass Thru ... Cast Off $\frac{3}{4}$... Pass Thru ... Cast off $\frac{3}{4}$...
Note: This rotates the set 180°.

Touch $\frac{1}{4}$... Single File Circulate 2 places ... Cast Off $\frac{3}{4}$
... Right & Left Thru ... Pass Thru ... Bend the Line...
Note: This rotates the set 90°.

_____Spin the Top_____

Pass Thru ... Wheel & Deal ... Centers Pass Thru ... Spin
the Top ... Men Run ... Bend the Line ... Star Thru ...
Note: This rotates the set 90°.

_____Walk & Dodge_____

2 {Touch $\frac{1}{4}$... Walk & Dodge ... Outsides Cloverleaf ...
Centers $\frac{1}{2}$ Square Thru ... Slide Thru ...}
Note: The string of five basics must be repeated two times.

Touch $\frac{1}{4}$... Walk & Dodge ... Centers Pass Thru ... Cen-
ters In ... Cast Off $\frac{3}{4}$... Star Thru ... Double Pass Thru ...
1st Couple Right, Next Left ...
Note: Rotates the set 90°.

_____Slide Thru_____

Note: Any place a Star Thru is used in the preceding modules a Slide Thru can be substituted.

_____Fold_____

Pass Thru ... Men Fold ... Star Thru ... Couples Circulate
... Bend the Line ... Right & Left Thru ...
Note: This is a Technical Zero. If it starts in a 1P2P line, it moves from a 1P2P line to a 4P1P line

ZL-ZL

Pass Thru ... Ladies Fold ... Star Thru ... Couples Circulate ... Bend the Line ... Right & Left Thru ...

Note: This is a Technical Zero.

_____Dixie Style to an Ocean Wave_____

Dixie Style to an Ocean Wave ... Men Trade ... Men Run ... Bend the Line ... Box the Gnat ...

Notes: It's better to precede the Dixie Style with something like a Courtesy Turn. This module ends with right hands joined.

_____Spin Chain Thru_____

Star Thru ... Spin Chain Thru ... Spin Chain Thru ... Men Run ... Bend the Line ... Right & Left Thru ...

Note: This is a Technical Zero.

_____Tag the Line_____

Pass Thru ... Tag the Line In ... Box the Gnat ... Right & Left Thru ...

Note: This rotates the set 180°.

Pass Thru ... Tag the Line In ... Pass Thru ... Tag the Line In ...

Pass Thru ... Tag the Line ... Lead dancers U-Turn Back ... Star Thru ...

Note: This rotates the set 180°.

Pass Thru ... Tag the Line ... Centers In ... Cast Off $\frac{3}{4}$... Half Sashay ...

Note: This rotates the set 180°.

Veer Left ... Couples Hinge ... Tag the Line Left ... Bend the Line ...

Pass Thru ... Girls Trade ... Men Trade ... Pass Thru ... Tag the Line face in ...

ZL-ZL

_____ Half Tag _____

Veer Left ... Half Tag the Line ... Cast Off $\frac{3}{4}$... Right & Left Thru ... Pass Thru ... Bend the Line ...

Note: This is a Technical Zero. If it starts in a 1P2P line, it moves from a 1P2P line to a 4P1P line.

_____ Scoot Back _____

Pass the Ocean ... Men Trade ... All Eight Circulate ... Single Hinge ... Scoot Back ... Men Run ... Reverse Flut-terwheel ...

Note: This is a Technical Zero.

_____ Recycle _____

Pass the Ocean ... Swing Thru ... All Eight Circulate ... Swing Thru ... Recycle ... Sweep $\frac{1}{4}$... Right & Left Thru ... *Note: This is a Technical Zero.*

Plus Calls

_____ Acey Deucey _____

Pass the Ocean ... Acey Deucey ... Swing Thru twice ... Acey Deucey ... Right & Left Thru ... Star Thru ... Right & Left Thru ...

_____ (Anything) & Roll _____

Touch $\frac{1}{4}$... Single File Circulate twice ... Trade & Roll to face ...

Note: This is a Technical Zero. If it starts in a 1P2P line, it moves from a 1P2P line to a 4P1P line.

Touch $\frac{1}{4}$... & Roll to face ... Pass Thru ... Bend the Line ... Turn Thru ... Bend the Line ...

ZL-ZL

_____ (Anything) & Spread _____

**Star Thru ... Centers Spread ... Ends Fold ... Double
Pass Thru ... Centers In ... Cast Off $\frac{3}{4}$...**

Note: This rotates the set 180°.

**Ladies Chain ... Pass Thru ... Wheel & Deal ... & Spread
... Center 4 Square Thru ... Ends Star Thru ... All Slide
Thru ...** *Note: This rotates the set 180°.*

3 {Pass Thru ... Wheel & Deal ... Leaders Spread ...}

Note: The string of three calls must be repeated three times. This is a 1/3 Fractional Zero

_____ Chase Right _____

**Pass Thru ... Chase Right ... Swing Thru ... Ends Trade
... Men Run ... Right & Left Thru ...**

Note: Rotates the set 180°.

_____ Coordinate _____

**Touch $\frac{1}{4}$... Coordinate ... Ladies Circulate ... Bend the
Line ...**

_____ Crossfire _____

**Veer Left ... Cross Fire ... Walk & Dodge ... Bend the
Line ...**

Note: This is a Technical Zero. If it starts in a 1P2P line, it moves from a 1P2P line to a 4P1P line.

_____ Cut the Diamond _____

**Star Thru ... Veer Left ... Ladies Hinge ... Diamond Cir-
culate ... Cut the Diamond ... Couples Circulate ... Bend
the Line ...**

Note: This is a Technical Zero.

ZL-ZL

_____ Explode & (anything) _____

Pass the Ocean ... Explode & ... Square Thru $\frac{3}{4}$... Bend the Line ... Right & Left Thru ...

Note: This is a Technical Zero.

_____ Explode the Wave _____

Pass The Ocean ... Explode the Wave ... Wheel & Deal ... Double Pass Thru ... 1st Couple Right, Next Left ...

Note: This rotates the set 180°.

_____ Extend _____

Star Thru ... Dive Thru ... Swing Thru in the Center ... Swing Thru again ... Extend ... Recycle ... Sweep $\frac{1}{4}$... Right & Left Thru ...

_____ Fan the Top _____

Pass The Ocean ... Ladies Trade ... All Eight Circulate ... Fan the Top ... Right & Left Thru ...

Note: This is a Technical Zero. If it starts in a 1P2P line, it moves from a 1P2P line to a 4P1P line

_____ Flip the Diamond _____

Pass Thru ... Men Run ... Split Circulate $1\frac{1}{2}$... Diamond Circulate ... Flip the Diamond ... Fan the Top ... Right & Left Thru ...

_____ Grand Swing Thru _____

Step to a Tidal Wave ... Grand Swing Thru ... Grand Swing Thru ... Right & Left Thru ... Pass Thru ... Bend the Line ...

Note: This rotates the set 90°.

ZL-ZL

_____ Linear Cycle _____

**Pass The Ocean... Ladies Trade ... All Eight Circulate ...
Linear Cycle ... Two Ladies Chain ...**

Note: This is a Technical Zero.

_____ Load the Boat _____

Load the Boat ... Star Thru ... Right & Left Thru ...

Note: Rotates the set 180°

_____ Peel Off _____

**Pass Thru ... Tag the Line ... Cloverleaf ... Double Pass
Thru ... Peel Off ... Right & Left Thru ...**

Note: Rotates the set 180°.

_____ Peel The Top _____

**Swing Thru ... Ladies Fold ... Peel the Top ... Men Run
... Couples Circulate ... Bend the Line ...**

Note: Technical Zero

_____ Ping Pong Circulate _____

**Pass Thru ... Wheel & Deal ... Step to a Wave ... Ping
Pong Circulate ... Centers Right & Left thru ... All Double
Pass Thru ... 1st Couple Right, Next Left ...**

Note: Rotates the set 180°.

_____ Relay the Deucey _____

Note: Relay the Deucey is a Zero. It flip flops the set. Pass the Ocean sets up the FASR. Thus Relay the Deucey can be added into any string of calls above where Pass the Ocean is used.

ZL-ZL

_____ Spin Chain & Exchange the Gears _____

**Pass the Ocean ... Spin Chain & Exchange the Gears ...
Acey Deucey ... Recycle ... Sweep $\frac{1}{4}$... Right & Left
Thru ...**

Note: Rotates the set 180°.

_____ Spin Chain the Gears _____

**Pass the Ocean ... Spin Chain the Gears ... Ladies Trade
... Single Hinge ... Box Circulate ... Men Run ...**

Note: This is a Technical Zero.

_____ $\frac{3}{4}$ Tag the Line _____

**Pass Thru ... $\frac{3}{4}$ Tag the Line ... Leaders U-turn Back ...
Centers Extend ... Men Run ... Cast Off $\frac{3}{4}$...**

Note: This rotates the set 180°

_____ Track Two _____

**Pass Thru ... Wheel & Deal ... Double Pass Thru ... Track
Two ... Recycle ... Slide Thru ...**

Note: Rotates the set 90°.

_____ Trade the Wave _____

**Pass the Ocean ... Trade the Wave ... Men Run ... Bend
the Line ...**

ZL Getout Modules

Each of these ZL Getout Modules move the dancers from a Zero Line to a Allemande Left, Right & Left Grand, Promenade, etc. The two FASRs that are used the most are diagramed below.



Trade By Formation



The first diagram is a Zero Line. The corner for the end Men is across the set. The corner for the center men is standing beside them. The second diagram shows the Trade By formation.

The modules in this appendix have been limited in length through Mainstream. This should make them easy to memorize and provide a very quick recovery if the dancers fail. Each module is really only an example of the many possibilities.

Some of the modules at the Plus level have strings as long as eight or nine basics. This reflects the added complexity of the Plus level calls. Seven basics in a string are still fairly easy to memorize. However, this is about the maximum number of basics that can be memorized easily by the average caller.

Basic – 1

_____ Arm Turn _____

Note: There are several Getouts that use a Turn Thru. Right Arm Turns and pull by accomplishes the same thing and provides variety.

_____ Right & Left Grand _____

Face Partner ... Right & Left Grand ...

ZL- Getout

_____ Turn Back Family _____

Pass Thru ... U-Turn Back ... Pass Thru ... Face your Partner ... Right & Left Grand

_____ Courtesy Turn _____

Courtesy Turn your partner ... Promenade

_____ Ladies Chain _____

Two Ladies Chain ... Same four Circle Left $\frac{3}{4}$... Pass Thru ... Left Allemande (TdBy Formation)**Two Ladies Chain across ... Rollaway ... Same four Circle Right $\frac{3}{4}$... DoSaDo ... Right & Left Grand ...**

_____ Chain Down the Line _____

Veer Left ... Chain Down the Line ... Square Thru $\frac{3}{4}$ (TdBy Formation)

_____ Bend the Line _____

Two Ladies Chain ... Circle Four $\frac{1}{2}$... Veer Left ... Bend the Line ... Pass Thru ... Left Allemande (TdBy Formation)

_____ Right & Left Thru _____

Right & Left Thru ... Pass Thru ... Face your Partner ... Arm Turn $\frac{1}{2}$ Right ... Right & Left Grand**Right & Left Thru ... Ladies Chain ... Right & Left Thru and a $\frac{1}{4}$ more ... Veer Right ... Left Allemande (TbBy Formation)***Note: The $\frac{1}{4}$ more on the Right & Left Thru will create a Right Hand Two Faced Line*

ZL- Getout

_____Star Thru_____

Star Thru ... Circle Half ... Pass Thru ... Left Allemande
(TbBy Formation)

Star Thru ... Half Sashay ... Right & Left Grand

Right & Left Thru ... Star Thru ... Box the Gnat ... Right & Left Grand

Pass Thru ... U-Turn Back ... Star Thru ... Left Allemande
(TbBy Formation)

Right & Left Thru ... Rollaway ... Star Thru ... Left Allemande (TdBy Formation)

_____California Twirl_____

Star Thru ... California Twirl ... Left Allemande (TbBy Formation)

_____Square Thru_____

Star Thru ... Square Thru $\frac{3}{4}$... Left Allemande

Note: Probably the most used Getout from Zero Lines. This module also works from a Zero Box

Just the Ends DoSaDo ... Just the Centers Square Thru 4 ... Just the Ends Left Allemande ... Everybody Right & Left Grand

Center Four Box the Gnat ... Same 4 Square Thru 5 hands ... Left Allemande

Star Thru ... Pass Thru ... U-Turn Back ... Square Thru ... On the Third hand Right & Left Grand Moderate

Note: This is a Half Sashayed Square Thru.

Square Thru 4 ... Everybody U-Turn Back ... Right & Left Grand

ZL- Getout

_____ Dive Thru _____

**Star Thru ... Dive Thru ... Pass Thru ... Dive Thru ...
Pass Thru ... Square Thru $\frac{3}{4}$... Left Allemande**

Note: This flip flops the set.

Basic – 2

_____ Wheel Around _____

Star Thru ... Wheel Around ... Left Allemande (TdBy Formation)

Left End Couples Wheel Around ... Promenade

**Box the Gnat ... Change Ladies ... Right & Left Thru ...
Pass Thru ... Left Allemande** (TdBy Formation)

_____ Trade _____

**Star Thru ... Inside two Split the outside two ... Separate
Around 1 to a line of four ... Men Trade ... Ladies Trade
... Partner Trade ... Right & Left Grand**

**Circle $\frac{1}{2}$... DoSaDo ... Right & Left Thru & $\frac{1}{4}$ more ...
Partner Trade ... Promenade**

_____ Swing Thru _____

**Star Thru ... Swing Thru ... Ladies Trade ... Right & Left
Grand**

_____ Run _____

**Pass the Ocean ... Swing Thru ... Men Run ... Veer Right
... Left Allemande** (TdBy Formation)

ZL- Getout

_____ Pass the Ocean _____

Pass Thru ... U-Turn Back ... Pass the Ocean (men in the center) ... **Right & Left Grand**

Right & Left Thru ... Pass the Ocean ... Men Circulate ... Swing Thru ... Men Cross Run ... Pass Thru ... Swing & etc.

Pass the Ocean ... Swing Thru ... Ladies Trade ... Men Run ... Promenade the Wrong Way to home

Pass the Ocean ... Swing Thru ... Men Run ... Ladies Trade ... California Twirl ... Promenade

Pass the Ocean ... Split Circulate ... Split Circulate ... Right & Left Grand

_____ Wheel & Deal _____

Pass Thru ... Wheel & Deal ... Centers Swing Thru ... Turn Thru *... Left Allemande

*Note: At the *, this is a ZL-ZB Conversion Module.*

Pass Thru ... Wheel & Deal ... Centers Circle Right $\frac{3}{4}$... Slide Thru ... Pass Thru* ... Left Allemande

*Note: At the *, this is a ZL-ZB Conversion Module.*

Pass Thru ... Wheel & Deal ... Centers Star Thru ... Same 2 Lead Right* ... Left Allemande

*Note: At the *, this is a ZL-ZB Conversion Module.*

Two Ladies Chain ... Pass Thru ... Wheel & Deal ... All Rollaway ... Centers Pass Thru ... Right & Left Grand

_____ Double Pass Thru _____

Pass Thru ... Wheel & Deal ... Centers Flutterwheel ... Centers Pass Thru* ... Left Allemande

*Note: At the *, this is a ZL-ZB Conversion Module*

ZL- Getout

_____ 1st Couple Left/Right Next Couple Right/Left _____

Pass Thru ... Wheel & Deal ... Double Pass Thru ... 1st Couple Left, Next Couple Left ... Promenade Home

_____ Zoom _____

Pass Thru ... Tag the Line ... Cloverleaf ... Zoom ... Left Allemande*Note: The centers are facing the corner. The trailers have the corner beside them.*

_____ Flutter Wheel & Reverse Flutter Wheel _____

Flutterwheel ... Pass the Ocean ... Swing Thru ... Ends Circulate ... Centers Run ... Bend the Line ... Pass Thru ... Left Allemande (LnFcO-0)**Pass Thru ... Bend the Line ... Flutterwheel ... Slide Thru ... Circle to a Line* ... Left Allemande***Note: At the *, this is also a ZL-ZL Module. It is just a different place for a Circle to a Line.***Right & Left Thru ... Flutter Wheel ... Star Thru ... Swing Thru ... Right & Left Grand**

_____ Sweep 1/4 _____

Flutterwheel ... Sweep ¼ ... Pass Thru ... Left Allemande (TdBy Formation)

_____ Trade By _____

Square Thru 4 ... Trade By ... Square Thru 3 ... Trade By ... Square Thru 3 ... Left Allemande (TdBy Formation)

_____ Touch 1/4 _____

Touch ¼ ... Single File Circulate (any # of times) ... Men Run ... Left Allemande

ZL- Getout

Touch $\frac{1}{4}$... Single File Circulate (any # of times) ... Ladies Run ... Right & Left Grand

Touch $\frac{1}{4}$... Single File Circulate ... Ladies Run ... Everybody U-turn Back ... Left Allemnade

_____Box Circulate_____

Pass the Ocean ... Split Circulate ... Centers Box Circulate ... All Men Run ... Star Thru ... Right & Left Thru* ... Left Allemande

*Note: At the *, This is also a ZL-ZB Conversion Module.*

_____Ferris Wheel _____

Veer Left ... Couples Hinge ... Ferris Wheel ... Reverse Flutterwheel ... Centers Pass Thru* ... Left Allemande

*Note: At the *, This is also a ZL-ZB Conversion Module*

Mainstream

_____Cloverleaf_____

Touch $\frac{1}{4}$... Single File Circulate ... Ladies Run ... Centers Turn Thru ... All Cloverleaf ... Right & Left Grand

Note: The delivery of the RLG must be given before the trailing couple completes the Cloverleaf while they are still facing.

Right & Left Thru ... Star Thru ... Dive Thru ... All Double Pass Thru ... Cloverleaf ... Centers Pass Thru ... Pass Thru the outside two ... Left Allemande (TbBy Formation)

_____Turn Thru_____

Pass Thru ... Wheel & Deal ... Centers Swing Thru ... Turn Thru* ... Left Allemande

*Note: At the *, this is also a ZL-ZB Conversion Module*

ZL- Getout

_____ Eight Chain Thru _____

**Right & Left Thru ... Star Thru ... Eight Chain 2 ... Box
The Gnat ... Pass Thru ... Trade By ... Right & Left Grand**

**Star Thru ... Right & Left Thru ... Eight Chain 1 (or 5) ...
Left Allemande (TdBy Formation)**

_____ Pass to the Center _____

**Star Thru ... Pass to the Center ... Centers Pass Thru ...
Right & Left Thru ... Eight Chain 3 ... Left Allemande
(TdBy Formation)**

_____ Single Hinge / Couples Hinge _____

**Right & Left Thru ... Veer Right ... Couple Hinge ...
Promenade**

**Pass the Ocean ... Ladies Circulate ... Single Hinge ...
Ends Trade ... Centers Run ... Ferris Wheel ... Ladies
Square Thru $\frac{3}{4}$... Left Allemande**

Note: Moderate The four ladies are in the center facing the corner man.

**Flutterwheel ... Veer Left ... Couples Hinge ... Veer Right
... Left Allemande (Tdby Formation)**

**Right & Left Thru ... Veer Right ... Couples Hinge ...
Promenade**

_____ Centers In _____

**Pass Thru ... Wheel & Deal ... Centers Pass Thru ... Cen-
ters In ... Ends Cross Fold ... 1st Couple Right , Next
Right ... Promenade the Wrong Way home**

ZL- Getout

_____ Cast Off 3/4 _____

Pass Thru ... Tag the Line ... Centers In ... Cast Off $\frac{3}{4}$... Circle Left ... Ladies Center & Men Sashay* ... Left Allemande *Note: At the *, this is now a Zero Square.*

_____ Spin the Top _____

Swing Thru ... Spin the Top ... Pass Thru ... Left Allemande (TdBy Formation)

Pass Thru ... Wheel & Deal ... Centers Pass Thru ... Star Thru ... Spin the Top ... Turn Thru ... Left Allemande (TbBy Formation)

Right & Left Thru ... Spin the Top ... Ladies Trade ... Turn Thru ... Left Allemande (TbBy Formation)

Spin the Top ... Men Trade ... Turn Thru ... Left Allemande (TdBy Formation)

_____ Walk & Dodge _____

Pass Thru ... Wheel & Deal ... Centers Slide Thru ... Touch $\frac{1}{4}$... Walk & Dodge ... Left Allemande

*Note: At the *, this is a ZL-ZB Conversion Module.*

_____ Slide Thru _____

Note: Any place a Star Thru is used in the preceding modules a Slide Thru can be substituted.

_____ Fold _____

Pass the Ocean ... Recycle ... Veer Left ... Men Fold ... Right & Left Grand

Square Thru 3 ... Ends Fold ... Star Thru ... Ends Fold ... Right & Left Grand

ZL- Getout

Right & Left Thru ... Pass Thru ... Ends Fold ... Right & Left Grand

Pass the Ocean ... Swing Thru ... Girls Cross Fold ... Right & Left Grand

_____Dixie Style to an Ocean Wave_____

Right & Left Thru ... Dixie Style to an Ocean Wave ... Girls Circulate ... Men Trade ... Left Allemande

Note: The Girls Circulate & Men Trade is an Acey Deucey at the Plus level.

Right & Left Thru ... Dixie Style to an Ocean Wave ... Men Cross Run ... Pass Thru ... Left Allemande

Diagonal End Ladies Chain ... Same 4 Dixie Style to an Ocean Wave ... Step Through ... Left Allemande

Note: This getout could benefit from a walk thru before trying it. Everyone needs to know who is their corner.

_____Spin Chain Thru_____

Pass the Ocean ... Ladies Trade ... Ladies Circulate ... Swing Thru ... Spin Chain Thru ... Pass Thru ... Left Allemande (Tdbby Formation)

Dixie Style to an Ocean Wave ... Ladies Circulate ... Left Swing Thru ... Ladies Circulate ... Left Spin Chain Thru ... Left Allemande *Note: Difficult*

_____Tag the Line_____

Pass Thru ... Tag the Line ... Centers In ... Cast Off $\frac{3}{4}$... All Circle Left ... Ladies Center, Men Sashay* ... Left Allemande

*Note: At the *, this is a Zero Square.*

ZL- Getout

Slide Thru ... Swing Thru ... Men Trade ... Men Run ... Tag the Line ... Ladies go Left, Men go Right ... Left Allemande *Note: Unusual Allemande Left.*

Pass Thru ... Tag the Line Left ... Promenade

Pass Thru ... Tag the Line In ... Touch $\frac{1}{4}$... Men Run ... Pass Thru ... Left Allemande (TdB Formation)

Right & Left Thru ... Pass the Ocean ... Swing Thru ... Ladies Trade ... Men Run ... Tag the Line Left ... Promenade home

Pass Thru ... Tag the Line Face Out ... Ends Fold ... Right & Left Grand

Half Tag

Flutterwheel ... Pass Thru ... Half Tag the Line ... Split Circulate ... Swing Thru ... Turn Thru ... Left Allemande (TdB Formation)

Right & Left Thru ... Pass Thru ... Half Tag the Line ... Ends Circulate ... Men Run ... Slide Thru* ... Left Allemande

*Note: At the *, this is a ZL-ZB Conversion Module.*

Pass Thru ... Half Tag the Line ... Ends Circulate ... Men Run ... Star Thru ... Eight Chain 2 ... Right & Left Thru* ... Left Allemande

*Note: At the *, this is a ZL-ZB Conversion Module.*

Pass Thru ... $\frac{1}{2}$ Tag the Line ... Ends Circulate ... Men Run ... Star Thru ... Right & Left Thru ... Pass to the Center ... Zoom ... Square Thru $\frac{3}{4}$... Left Allemande (9) (TdB Formation)

ZL- Getout

_____ Scoot Back _____

Right & Left Thru ... Touch $\frac{1}{4}$... Scoot Back ... Scoot back Again ... Men Run ... Left Allemande (TDBy Formation)

_____ Recycle _____

Slide Thru ... Swing Thru ... Recycle ... Right & Left Grand

Note: This module also flows smoothly with a Pass the Ocean to replace the Slide Thru.

Pass The Ocean ... Recycle ... Veer Left ... Men Fold ... Right & Left Grand ...

Plus Calls

_____ Acey Deucey _____

Right & Left Thru ... Pass the Ocean ... Acey Deucey ... Right & Left Thru ... Flutterwheel* ... Left Allemande

*Note: At the *, this is a ZL-ZB Conversion Module*

_____ (Anything) & Roll _____

Star Thru & Roll ... Slide Thru ... Left Allemande (TDBy Formation)

Right & Left Thru ... Pass Thru ... Partner Trade & Roll ... Right & Left Grand

_____ (Anything) & Spread _____

Flutterwheel ... Pass Thru ... Wheel & Deal ... & Spread ... Center 4 Square Thru ... Ends Slide Thru ... All Box the Gnat ... Right & Left Grand

Note: Instead of Box the Gnat you can also Swing and Promenade.

ZL- Getout

_____ Chase Right _____

Pass Thru ... Chase Right ... Single Hinge ... Pass Thru ... Left Allemande (TdBy Formation)

_____ Coordinate _____

Touch $\frac{1}{4}$... Coordinate ... Men Trade ... Wheel & Deal* ... Left Allemande*Note: At the *, this is a ZL-ZB Conversion Module*

_____ Crossfire _____

Ladies Chain ... Veer Left ... Couples Hinge ... Cross Fire ... Walk & Dodge ... Left Allemande (TdBy Formation)

_____ Cut the Diamond _____

Star Thru ... Veer Left ... Ladies Right Arm Turn $\frac{3}{4}$... Diamond Circulate ... Cut the Diamond ... Veer Right ... Left Allemande (TdBy Formation)

_____ Explode & (anything) _____

Pass The Ocean ... Explode & ... Star Thru ... Pass Thru ... Left Allemande (Tdby Formation)

_____ Explode the Wave _____

Right & Left Thru ... Step to a Wave ... Explode the Wave ... Left Allemande (TdBy Formation)

_____ Extend _____

Right & Left Thru ... Pass The Ocean ... Extend ... Centers Partner Trade ... & Roll ... All Left Allemande

_____ Fan the Top _____

Step to a Wave ... Fan The Top ... Men Trade ... Pass Thru ... Left Allemande (TdBy Formation)

ZL- Getout

_____ Flip the Diamond _____

Pass Thru ... Men Run ... Split Circulate 1½ ... Diamond Circulate ... Flip the Diamond ... Men Trade ... Pass Thru ... Left Allemande (TdBy Formation)

_____ Follow Your Neighbor _____.

Right & Left Thru ... Slide Thru ... Touch ¼ ... Follow Your Neighbor ... Pass Thru ... Allemande Left (TdBy Formation)

_____ Grand Swing Thru _____

Touch ¼ ... Single File Circulate ... Single Hinge ... Make a Tidal Wave ... Grand Swing Thru ... Pass Thru ... Swing Your Partner ... Promenade

Touch ¼ ... Single File Circulate 2 Places ... Single Hinge ... Make a Tidal Wave ... Grand Swing Thru ... Pass Thru ... Left Allemande

DoSaDo to a Tidal Wave ... Grand Swing Thru ... Single Hinge ... Single File Circulate ... Men Run ... Left Allemande (TdBy Formation)

_____ Linear Cycle _____

Pass The Ocean ... Men Trade ... Linear Cycle ... Sweep ¼ ... Pass Thru ... Left Allemande (TdBy Formation)

_____ Load the Boat _____

Right & Left Thru ... Load the Boat ... Pass Thru ... Left Allemande (TdBy Formation)

_____ Peel Off _____

Touch ¼ ... Peel Off ... Ladies Trade ... Veer Left ... Left Allemande (TdBy Formation)

ZL- Getout

_____ Peel The Top _____

Pass Thru ... Chase Right ... Split Circulate ... Peel the Top ... Pass Thru ... Left Allemande (TdBy Formation)

_____ Ping Pong Circulate _____

Veer Left ... Couples Hinge ... Ferris Wheel ... Step to a Wave ... Ping Pong Circulate ... Ladies Trade ... Pass Thru* ... Left Allemande

*Note: At the *, this is a ZL-ZB Conversion Module*

_____ Relay the Deucey _____

Note: Relay the Deucey is a Zero that flip flops the set.

_____ Single Circle to Wave _____

Single Circle to a Wave ... Grand Swing Thru ... Men Run Right ... Cast Off $\frac{3}{4}$ * ... Left Allemande

*Note: At the *, this is a ZL-ZB Conversion Module*

_____ Spin Chain & Exchange the Gears _____

Pass the Ocean ... Spin Chain & Exchange the Gears ... Ladies Trade ... All Eight Circulate* ... Change Hands ... Left Allemande

*Note: At the *, this is a ZL-ZB Module that ends in an Ocean Wave.*

_____ Spin Chain the Gears _____

Right & Left Thru ... Pass the Ocean ... Spin Chain the Gears ... Men Run ... Promenade Home

_____ $\frac{3}{4}$ Tag the Line _____

Right & Left Thru ... Pass Thru ... $\frac{3}{4}$ Tag the Line ... In the Ocean Wave Men Trade ... Ladies Trade ... All Partner Trade & Roll (to face) ... Left Allemande

ZL- Getout

_____Track Two_____

Pass Thru ... Wheel & Deal ... Double Pass Thru ... Track Two ... Men Trade ... Pass Thru ... Left Allemande (TdB Formation)

_____Trade the Wave_____

Right & Left Thru ... Dixie Style to an Ocean Wave ... Trade the Wave ... Ladies Trade ... Pass Thru ... Left Allemande (TdB Formation)

Facing Couple Zeros

Each of these Facing Couple Zeros returns the dancers to the same geographic spot.

The zeros labeled 2 { must be repeated two times to zero out. When a Right/Left or a Left/Right is displayed, it is the caller's choice as to which direction or arm is picked.

In many of the strings, some "basics" can be called in a different order and the outcome will not be changed. As an example:

Star Thru ... Circle Left $\frac{3}{4}$... Two Ladies Chain ...

This string of "basics" may be called in any order and the module will still work.

The modules in this appendix have been limited in length through Mainstream. This should make them easy to memorize and provide a very quick recovery if the dancers fail. Each module is really only an example of the many possibilities.

Basic – 1

_____ Circle Left/Right _____

Two Men Circle $\frac{1}{2}$ Left/Right ... Two Ladies Circle $\frac{1}{2}$ Right/Left ... All Circle Half (Left or Right) ...

_____ DoSaDo _____

Two Men DoSaDo ... Two Ladies DoSaDo ...

Opposites DoSaDo ...

_____ Promenade _____

Promenade $\frac{1}{2}$... Circle Four Left $\frac{1}{2}$...

FCZ

_____Arm Turn_____

Two Men/Ladies Left/Right Arm Turn ½ ... Two Ladies/Men Right/Left Arm Turn ½ ... Circle Four Half (Left or Right) ...

NOTES: In the above zeros, match the Circle Four direction to the flow to the Ladies Arm turn. When working from facing lines of four, move the Circle Four to the front end of the module so the dancers clearly understand which two men or ladies are involved in the next action.

Arm Turn Opposite Right ... Arm Turn Opposite Left ...

2 {Arm Turn Opposite Right ... Change Girls Turn Opposite Left ... Change Girls ...}

Not: In the above Facing Couple Zero, the string of calls must be repeated twice to zero out.

_____Star Left/Right_____

Star Right/Left ... Star Left/Right back to same spot ...

_____Pass Thru_____

Pass Thru ... Promenade Left/Right ½ ...

_____Half Sashay Family_____

Half Sashay ... Arm Turn Opposite Half ... DoSaDo ... Circle Left ½ ...

_____Turn Back Family_____

Pass Thru ... Rollaway ... U-Turn Back ... Circle Right/Left ½ ...

Rollaway (or Half Sashay) ... Pass Thru ... U-Turn Back ... Circle Left ½ ...

FCZ

_____Courtesy Turn_____

Note: In the two following modules, Pass Thru ... Courtesy Turn ... is equivalent to a Right & Left Thru. Since this is true, any place Right & Left Thru appears in other modules it could be replaced by Pass Thru ... Courtesy Turn ...

Pass Thru ... Courtesy Turn ... Circle Right ½ ...

Pass Thru ... Courtesy Turn ... Rollaway ... Pass Thru ... U-Turn Back ...

_____Ladies Chain_____

Note: Two Ladies Chain can be replaced by Reverse Flutter Wheel in the following modules. However, a Reverse Flutter Wheel added in after a Two Ladies Chain has poor body flow.

Two Ladies Chain ... Two Ladies Chain ...

2 {Two Ladies Chain ... Rollaway ... Pass Thru ... U-Turn Back ...}

Note: In the above Facing Couple Zero, the string of calls must be repeated twice to zero out.

Promenade ½ ... Two Ladies Chain ... Promenade ½ ... Two Ladies Chain ...

_____Do Paso_____

Do Paso ... Courtesy Turn to face the opposite person ...

_____Lead Right_____

Lead Right ... U-Turn Back ... Arm Turn Opposite ½ Right/Left ... Circle Left ¾ ...

_____Veer Left/Right_____

Veer Left ... Veer Right ... Courtesy Turn ... Circle ½ ...

Veer Right ... Courtesy Turn ... Veer Right ... Courtesy Turn ...

FCZ**_____Chain Down the Line_____**

**Veer Left ... Chain Down the Line ... Two Ladies Chain ...
Circle Right $\frac{1}{4}$ (or Left $\frac{3}{4}$) ...**

**Veer Right ... Courtesy Turn ... Chain Down the Line ...
Two Ladies Chain ... Circle Left $\frac{1}{4}$ (or Right $\frac{3}{4}$) ...**

_____Bend the Line_____

Circle Four Left $\frac{3}{4}$... Veer Left ... Bend the Line ...

Circle Four Right $\frac{3}{4}$... Veer Right ... Bend the Line ...

Veer Right ... Bend the Line ... Circle Right $\frac{3}{4}$...

_____Right & Left Thru_____

Promenade $\frac{1}{2}$... Right & Left Thru ...

2 {Right & Left Thru ... Two Ladies Chain ...}

Note: In the above Facing Couple Zero, the string of calls must be repeated twice to zero out

**Veer Left/Right ... Bend the Line ... Right & Left Thru ...
Veer Left/Right ... Bend the Line ...**

**Veer Left ... Chain Down the Line ... Right & Left Thru ...
Veer Left ... Chain Down the Line ...**

_____Star Thru_____

Star Thru ... Right & Left Thru ... Star Thru ...

Star Thru ... Circle Left $\frac{3}{4}$... Two Ladies Chain ...

**Star Thru ... Veer Left ... Chain Down the Line ... Circle
Right $\frac{1}{2}$...**

**Star Thru ... Veer Left ... Chain Down the Line ... Right &
Left Thru ...**

FCZ

Veer Left ... Bend the Line ... Right & Left Thru ... Star Thru ... Two Ladies Chain ...

Veer Left ... Chain Down the Line ... Star Thru ... Right & Left Thru ...

Veer Right ... Courtesy Turn ... Chain Down the Line ... Star Thru ...

California Twirl

Note: California Twirl and Courtesy Turn accomplish the same thing. i.e. the couple is rotated 180°. This means the caller can replace a Courtesy Turn in any of the above modules with California Twirl. It also means you can replace a California Twirl with Courtesy Turn in any of the following modules.

Circle Half ... Pass Thru ... California Twirl (or Partner Trade or Wheel Around) ...

Right & Left Thru ... Veer Left ... Veer Right ... California Twirl ...

Lead Right ... California Twirl ... Veer Left ... Bend the Line ...

Lead Right ... California Twirl ... Pass Thru ... California Twirl ... Circle Left $\frac{3}{4}$...

Square Thru

Square Thru 4 ... California Twirl ... Circle Left $\frac{3}{4}$... 2 Ladies Chain ...

Ladies Chain ... Square Thru 4 ... Rollaway ... U-Turn Back ... Circle Left $\frac{3}{4}$...

Square Thru $\frac{3}{4}$... California Twirl ...

4 {Square Thru ... California Twirl ... Right & Left Thru ... }

FCZ

4 { $\frac{1}{2}$ Square Thru ... California Twirl ... Right & Left Thru ... }

2 { $\frac{1}{2}$ Square Thru ... U-Turn Back ...} (GN)

2 { $\frac{3}{4}$ Square Thru ... U-Turn Back} (GN)

2 {Square Thru 4 ... U-Turn Back} (GN)

Note: In the above five Facing Couple Zeros, the string of calls must be repeated twice to zero out. The (GN) indicates Gender Neutral.'

Basic – 2

Wheel Around

Note: In the above modules, California Twirl has been used numerous times. Wheel Around can be substituted in most of these modules.

Pass Thru ... Wheel Around ... Right & Left Thru ...

Square Thru $\frac{3}{4}$... Wheel Around ...

Ladies Chain ... Square Thru 4 ... Wheel Around ... Circle Left $\frac{3}{4}$...

Veer Left ... Wheel Around ... Veer Right ... Wheel Around ...

Box the Gnat

Note: In the above modules, Arm Turn $\frac{1}{2}$ has been used several times. Box the Gnat can be substituted in most of these modules. Arms Turns $\frac{1}{2}$ can also be substituted in the modules listed below in the place of Box the Gnat.

Rollaway (or Half Sashay) ... Box the Gnat ... Right & Left Thru ...

**Box the Gnat ... Change Girls ... Right & Left Thru ...
Box the Gnat ... Change Girls ...**

FCZ

Box the Gnat ... Change Girls Turn $\frac{1}{2}$ by the Left ... Change Girls Box the Gnat ... Change Girls Star Thru ...

Note: In the above module, the Left Arm Turn used to be called Swat the Flea. Swat the Flea was the left hand version of Box the Gnat. Since Swat the Flea was dropped by CALLERLAB this is the compromise version. Swat the Flea is more fun.

Trade

Pass Thru ... Partner Trade ... Right & Left Thru ...

Circle Left $\frac{3}{4}$... Pass Thru ... Partner Trade ... Circle Left $\frac{3}{4}$...

Square Thru $\frac{3}{4}$... Partner Trade ... (GN)

Circle $\frac{1}{2}$... Pass Thru ... Partner Trade ... (GN)

Veer Left ... Ends/Centers Trade ... Centers/Ends Trade Veer Right ... California Twirl ...

Veer Right ... Ladies Trade ... Bend the Line ... Slide Thru ...

Veer Left ... Couples Trade ... Bend the Line ... Star Thru Two Ladies Chain ...

Ocean Wave Family

Note: Balance is part of this family and is a very enjoyable action for dancers who can do it right. It can be added into many modules to give the dancers a break in the action.

Step to a Wave ... Ladies/Men Trade ... Men/Ladies Trade Pass Thru ... Partner Trade ...

Step to a Wave ... Ladies/Men Trade ... Men/Ladies Trade Right & Left Thru ...

Step to a Wave ... Men Trade ... Same Sex Trade ... Men Trade Pass Thru ... Partner Trade ...

FCZ

_____Swing Thru_____

Swing Thru ... Swing Thru ... Right & Left Thru ...

Swing Thru ... Box the Gnat ... Right & Left Thru ... Two Ladies Chain ...

_____Run_____

Step to a Wave ... Men Run ... Couples Trade ... Bend the Line ... Star Thru ...

Swing Thru ... Men Run ... Bend the Line ... Star Thru ... Ladies Chain ...

Step to an Ocean Wave ... Men/Ladies Cross Run ... Ladies/Men Cross Run ... Right & Left Thru ...

Veer Left ... Ladies/Men Cross Run ... Men/Ladies Cross Run ... Bend the Line ... Circle Left $\frac{1}{4}$...

_____Pass the Ocean_____

Pass the Ocean ... Right & Left Thru ... Star Thru ...

Pass the Ocean ... Ladies Trade ... Right & Left Thru ... Star Thru ... Ladies Chain ...

Pass the Ocean ... Men Trade ... Right & Left Thru ... Circle Left $\frac{3}{4}$...

Pass the Ocean ... Swing Thru ... Men Run ... Chain Down the Line ...

Pass the Ocean ... Swing Thru ... Ladies Trade ... Men Run ... Bend the Line ...

FCZ

_____ Wheel & Deal _____

Veer Left/Right ... Wheel & Deal ... Right & Left Thru ...

**Veer Left ... Ladies Cross Run ... Men Cross Run ...
Wheel & Deal ...**

**Step to a Wave ... Ladies Run ... Men Cross Run ...
Wheel & Deal ...**

**Veer Right ... Men Cross Run ... Ladies Cross Run ...
Wheel & Deal ...**

**Swing Thru ... Ladies U-Turn Back ... Wheel & Deal ...
Right & Left Thru ...**

Swing Thru ... Centers Run ... Wheel & Deal ... (GN)

_____ Flutterwheel & Reverse Flutterwheel _____

Note: Reverse Flutterwheel usually exchanges two ladies. Reverse Flutterwheel can be substituted in any of the previous modules where Two Ladies Chain is on the start or end of the module.

Two Ladies Chain ... Flutterwheel ... Right & Left Thru ...

2 {Pass Thru ... Wheel Around ... Flutterwheel ...}

Note: In the above Facing Couple Zero, the string of calls must be repeated twice to zero out.

Right & Left Thru ... Flutterwheel ... Reverse Flutterwheel ...

_____ Sweep 1/4 _____

**Right & Left Thru ... Flutterwheel ... Sweep 1/4 ... Reverse
Flutterwheel ... Sweep 1/4 ...**

Reverse Flutter Wheel ... Sweep 1/4 ... Slide Thru ...

**Veer Left ... Wheel & Deal ... Sweep 1/4 ... Star Thru ...
Two Ladies Chain ...**

FCZ

Veer Right ... Wheel & Deal ... Sweep $\frac{1}{4}$... Flutter Wheel ... Star Thru ...

_____ Touch $\frac{1}{4}$ _____

Touch $\frac{1}{4}$... Two Men Trade ... Partner Trade ... Men Run ... Circle Left $\frac{1}{4}$...

Touch $\frac{1}{4}$... Ladies Run ... Touch $\frac{1}{4}$... Men Run ...

Touch $\frac{1}{4}$... Ladies Run ... Left Touch $\frac{1}{4}$... Ladies Run ...

_____ Box Circulate _____

Star Thru ... Touch $\frac{1}{4}$... Box Circulate ... Men Run ... Reverse Flutter Wheel ...

Touch $\frac{1}{4}$... Box Circulate ... Men Run ... Reverse Flutter Wheel ... Star Thru ...

Pass Thru ... Men Run ... Box Circulate ... Men Run ... Reverse Flutter Wheel ...

Touch $\frac{1}{4}$... Box Circulate ... Men Run ... Reverse Flutter Wheel ... Star Thru ...

Right & Left Thru ... Touch $\frac{1}{4}$... Box Circulate ... Men Run ... Circle Left $\frac{3}{4}$...

Mainstream

_____ Turn Thru _____

Rollaway ... Turn Thru ... Partner Trade ...

Swing Thru ... Turn Thru ... Partner Trade ... Reverse Flutter Wheel ...

FCZ**2 {Turn Thru ... Partner Trade ...}****Half Sashay ... Turn Thru ... Courtesy Turn ...****_____ Single Hinge / Couples Hinge _____****Veer Left ... Couples Hinge ... Bend the Line ... Right & Left Thru ...****Veer Left ... Couples Hinge ... Chain Down the Line ... Flutter wheel ...****2 Ladies Chain ... Pass the Ocean ... Single Hinge ... Box Circulate ... Men Run ...****Right & Left Thru ... Swing Thru ... Single Hinge ... Men Run ... Circle Left $\frac{3}{4}$...****Pass Thru ... Ladies Run ... Single Hinge ... Chain Down The Line ... Flutter Wheel ...****_____ Cast Off $\frac{3}{4}$ _____****Step to a Wave ... Cast Off $\frac{3}{4}$... Men Run ... Star Thru ... Right & Left Thru ...****Veer Left ... Cast Off $\frac{3}{4}$... Flutter Wheel ... Star Thru ...****Pass the Ocean ... Cast Off $\frac{3}{4}$... Box Circulate Twice ... Men Run ...****Pass the Ocean ... Cast Off $\frac{3}{4}$... Men Run ... Right & Left Thru ...****Veer Left ... Centers Trade ... Cast Off $\frac{3}{4}$... Star Thru ... Right & Left Thru ...****Veer Left ... Couples Hinge ... Cast Off $\frac{3}{4}$... Right & Left Thru ...**

FCZSpin the Top

Star Thru ... Swing Thru ... Spin the Top ... Right & Left Thru ... Pass Thru ... Partner Trade ...

Spin the Top ... Spin The Top ... Right & Left Thru ...

Spin the Top ... Men Run ... Wheel & Deal ... Sweep $\frac{1}{4}$... 2 Ladies Chain ...

Spin the Top ... Men Trade ... Single Hinge ... Men Run ...

Swing Thru ... Spin the Top ... Cast Off $\frac{3}{4}$... Men Run ...

Swing Thru ... Spin the Top ... Slide Thru ...

Swing Thru ... Spin the Top ... Right & Left Thru ... Flutter Wheel ... Sweep $\frac{1}{4}$...

Walk & Dodge

Right & Left Thru ... Touch $\frac{1}{4}$... Walk & Dodge ... California Twirl ... Circle Left $\frac{3}{4}$...

Touch $\frac{1}{4}$... Walk & Dodge ... Partner Trade ... Circle Left $\frac{1}{4}$...

Slide Thru

*Note: All the previous modules use Star Thru from normal facing couples.
Just substitute Slide Thru*

Dixie Style to an Ocean Wave

Dixie Style to an Ocean Wave ... Men Trade ... Men Run ... Bend the Line ... Box the Gnat ...

Dixie Style to an Ocean wave ... Left Swing Thru ... Ladies Run ... Bend the Line ...

Dixie Style to an Ocean Wave ... Ladies Trade ... Single Hinge ... Men Run ...

FCZ

Star Thru ... Dixie Style to an Ocean Wave ... Men Cross Run ... Right & Left Thru ...

Right & Left Thru ... Dixie Style to an Ocean Wave ... Men Trade ... Single Hinge ... Men U-Turn Back ...

Right & Left Thru ... Dixie Style to an Ocean Wave ... Trade the Wave ... Right & Left Thru ... Flutterwheel ... Slide Thru ...

_____ Tag the Line _____

Swing Thru ... Tag the Line Right ... Wheel & Deal ... Right & Left Thru ...

Swing Thru ... Men Run ... Tag the Line Left ... Wheel & Deal ...

Star Thru ... Dixie Style to an Ocean Wave ... Tag the Line Right ... Wheel & Deal ...

Right & Left Thru ... Veer Left ... Tag the Line Left ... Wheel & Deal ...

Veer Left ... Tag the Line ... Ladies U-Turn Back ... Star Thru ... Wheel & Deal ...

Veer Left ... Couples Hinge ... Tag the Line Left ... Bend the Line ...

_____ Half Tag _____

Veer Left ... Couples Hinge ... Half Tag the Line ... Box Circulate ... Men Run ...

Right & Left Thru ... Dixie Style to an Ocean Wave ... Half Tag The Line ... Men Run ...

FCZ

Scout Back

Touch ¼ ... Scout Back ... Men Run ... Reverse Flutter Wheel ... Sweep ¼ ...

Right & Left Thru ... Slide Thru ... Touch ¼ ... Scout Back ... Men Run ...

Pass the Ocean ... Single Hinge ... Scout Back ... Men Run ... Right & Left Thru ...

Slide Thru ... Touch ¼ ... Scout Back ... Box Circulate ... Walk & Dodge ... Partner Trade ...

Recycle

Swing Thru ... Partners Trade ... Recycle ...

Step to a Wave ... Ladies Trade ... Recycle ... Right & Left Thru ...

Pass the Ocean ... Recycle ... Sweep ¼ ...

Swing Thru ... Ladies Trade ... Swing Thru ... Recycle ...

Plus

(Anything) & Roll

Veer Left ... Half Tag the Line ... Trade & Roll ...

Swing Thru ... Men Run ... Half Tag ... Trade & Roll ... Right & Left Thru ...

Swing Thru ... Single Hinge & Roll ... Flutter Wheel ...

Touch ¼ (or Star Thru) & Roll ... Box the Gnat ...

Touch ¼ ... Trade & Roll ...

Left Touch ¼ ... Trade & Roll ...

FCZ**2 {Star Thru & Roll ...}****Right & Left Thru & Roll ... Men Run ... Star Thru ...****Right & Left Thru & Roll ... Box Circulate Twice ... Men Run ... Reverse Flutter Wheel ... Sweep 1/4 ...**

_____ (Anything) & Spread _____

Touch 1/4 ... Follow Your Neighbor ... & Spread ... (OW)*Note: This module ends in an Ocean Wave.***Touch 1/4 ... Box Circulate ... Follow Your Neighbor ... & Spread ... Men Run ... Wheel & Deal ...**

_____ Chase Right _____

Pass Thru ... Chase Right ... Men Run ...**Square Thru 3/4 ... Chase Right ... Men Run ... Right & Left Thru ...****Ladies Chain ... Turn Thru ... Chase Right ... Walk & Dodge ... California Twirl ...****Lead Right ... Chase Right ... Men Run ... Circle Left 3/4 ...****1/2 Square Thru ... Chase Right ... Single Hinge ... (OW)***Note: Ends in an Ocean Wave.***Slide Thru ... Square Thru 3/4 ... Chase Right ... Men Run ... Star Thru ...**

_____ Crossfire _____

Veer Left ... Crossfire ... Box Circulate ... Men Run ...**Veer Left ... Crossfire ... Walk & Dodge ... Partner Trade ...**

FCZ

Veer Left ... Men Trade ... Crossfire ... Men Run ... California Twirl ...

Veer Right ... Crossfire ... Men U-Turn Back ... Ladies Chain ...

_____ Cut the Diamond _____

Veer Left ... Ladies Arm Turn Right $\frac{3}{4}$... Diamond Circulate ... Cut the Diamond ... Wheel & Deal ...

Veer Right ... Men Arm Turn Left $\frac{3}{4}$... Diamond Circulate ... Cut the Diamond ... Wheel & Deal ...

Touch $\frac{1}{4}$... Box Circulate $1\frac{1}{2}$... Diamond Circulate ... Cut the Diamond ... Men Trade ... Wheel & Deal ...

Step to a Wave ... Ladies Hinge ... Diamond Circulate ... Cut the Diamond ... Recycle ...

Note: The Diamond Circulate is face to face.

Pass the Ocean ... Swing Thru ... Men Hinge ... Diamond Circulate ... Cut the Diamond ... Men Run ... Bend the Line ...

Note: The Diamond Circulate is face to face.

Rollaway ... Veer Left ... Men Hinge ... Cut the Diamond ... Wheel & Deal ...

_____ Diamond Circulate _____

Veer Left ... Ladies Hinge ... Diamond Circulate ... Cut the Diamond ... Wheel & Deal ... Reverse Flutterwheel ...

Rollaway ... Veer Left ... Men Hinge ... Diamond Circulate ... Ladies Hinge ... Wheel & Deal ...

Ladies Chain ... Veer Left ... Ladies Hinge ... Diamond Circulate Twice ... Ladies Hinge ... Wheel & Deal ...

FCZ

_____ Explode & (Anything) _____

Step to a Wave ... Explode & ... Star Thru ... Right & Left Thru ...

Pass the Ocean ... Explode & ... Right & Left Thru ...

Step to a Wave ... Ladies Trade ... Explode ... & Touch $\frac{1}{4}$... Box Circulate ... Men Run ...

Swing Thru ... Explode & Star Thru ... California Twirl ... Right & Left Thru ...

_____ Explode the Wave _____

Pass the Ocean ... Explode the Wave ... Partner Trade ...

Step to a Wave ... Ladies Trade ... Explode the Wave ... Wheel Around ... Circle Left $\frac{1}{4}$...

Pass the Ocean ... Swing Thru ... Men Trade ... Explode the Wave ... U-Turn Back ...

Swing Thru ... Explode the Wave ... U-Turn Back ... Circle Left $\frac{3}{4}$...

_____ Fan the Top _____

Pass the Ocean ... Fan the Top ... Ladies Trade ... Right & Left Thru ...

Step to a Wave ... Fan the Top ... Right & Left Thru ... Ladies Chain ... Star Thru ...

Dixie Style to an Ocean Wave ... Fan the Top ... Step Thru ... Partner Trade ...

Swing Thru ... Fan the Top ... Men Run ... Bend the Line ...

FCZ

**Single Circle to a Wave ... Fan the Top ... Men Run ...
Bend the Line ... Reverse Flutterwheel ...**

**Touch $\frac{1}{4}$ Ladies Run ... Single Circle to a Wave ... Fan
the Top ... Right & Left Thru ... Flutterwheel ...**

_____ Flip the Diamond _____

**Veer Left ... Ladies Hinge ... Flip the Diamond ... Arm
Turn Right $\frac{1}{2}$... (OW)**

Note: This module ends in an Ocean Wave.

**Veer Left ... Ladies Hinge ... Diamond Circulate ... Flip
the Diamond ... Ladies Trade ... Right & Left Thru ...**

**Step to a Wave ... Single Hinge ... Box Circulate $1\frac{1}{2}$...
Diamond Circulate ... Flip the Diamond ... Men Trade ...
Right & Left Thru ...**

_____ Follow Your Neighbor _____

**Touch $\frac{1}{4}$... Follow Your Neighbor ... Men Cross Run ...
Ladies Trade ... Right & Left Thru ...**

**Veer Left ... Couples Hinge ... Half Tag the Line ... Fol-
low Your Neighbor ... Men Cross Run ... Recycle ...
Sweep $\frac{1}{4}$... Right & Left Thru ... (8)**

Touch $\frac{1}{4}$... U-Turn Back ... Follow Your Neighbor ... (OW)

Note: This module ends in an Ocean Wave.

_____ Linear Cycle _____

Pass the Ocean ... Linear Cycle ...

Step to a Wave ... Linear Cycle ... Star Thru ...

**Step to a Wave ... Ladies Trade ... Linear Cycle ... Sweep
 $\frac{1}{4}$...**

FCZ

Swing Thru ... Ladies Trade ... Linear Cycle ... Star Thru ... California Twirl ...

_____ Peel Off _____

Single Circle to a Wave ... Ladies Fold ... Peel Off ... Men Trade ... Wheel & Deal ...

Swing Thru ... Ends Fold ... Peel Off ... Wheel & Deal ... (GN)

Touch $\frac{1}{4}$... Peel Off ... Couples Trade ... Bend the Line ...

Right & Left Thru ... Touch $\frac{1}{4}$... Peel Off ... Bend the Line ...

Pass the Ocean ... Single Hinge ... Peel Off ... Bend the Line ... Star Thru ...

_____ Peel The Top _____

Spin the Top ... Ladies Fold ... Peel the Top ... Right & Left Thru ...

Left Touch $\frac{1}{4}$... Peel the Top ... Recycle ...

Pass the Ocean ... Swing Thru ... Peel the Top ...

Touch $\frac{1}{4}$... Peel the Top ... Men Cross Run ... Right & Left Thru ...

Touch $\frac{1}{4}$... Peel the Top ... Men U-Turn Back ... Wheel & Deal ...

Touch $\frac{1}{4}$... Peel the Top ... Men Run ... Wheel & Deal ...

Touch $\frac{1}{4}$... Box Circulate ... Peel the Top ... Pass Thru ... All U-Turn Back ...

FCZ

_____ Single Circle to Wave _____

Rollaway ... Single Circle to a Wave ... Right & Left Thru ...

Single Circle to a Wave ... Men Trade ... Men Run ... Wheel & Deal ...

Single Circle to a Wave ... Men Run ... Men Trade ... Wheel & Deal ...

Single Circle to a Wave ... Men Trade ... Swing Thru ... Right & Left Thru ...

Single Circle to a Wave ... Men Trade ... Single Hinge ... Men Run ... Circle Left $\frac{1}{4}$...

Pass Thru ... U-Turn Back ... Single Circle to a Wave ... (OW)

Rollaway ... Single Circle to a Wave ... Right & Left Thru ...

_____ $\frac{3}{4}$ Tag the Line _____

Veer Left ... $\frac{3}{4}$ Tag the Line ... Ladies Face Right ... Cut The Diamond ... Bend the Line ... Star Thru ...

Veer Left ... $\frac{3}{4}$ Tag the Line ... Ladies Face Right ... Flip the Diamond ... Ladies Trade ... Right & Left Thru ...

_____ Trade the Wave _____

Ladies Chain ... Dixie Style to an Ocean Wave ... Trade the Wave ... Right & Left Thru ... Star Thru ...

Step to a Wave ... Ladies Cross Run ... Trade the Wave ... Right & Left Thru ... Two Ladies Chain ...

Swing Thru ... Men Cross Run ... Trade the Wave ... Ladies Trade ... Men Run ... Wheel & Deal ...

FCZ

**Pass the Ocean ... Trade the Wave ... Men Cross Run ...
Right & Left Thru ... Circle Left $\frac{1}{4}$...**

**Swing Thru ... Trade the Wave ... Ladies Cross Run ...
All Pass Thru ... U-Turn Back ...**

**Swing Thru ... Trade the Wave ... Left Swing Thru ...
Trade the Wave ... (OW)**

**Spin the Top ... Trade the Wave ... Left Spin the Top ...
Trade the Wave ... (OW)**

_____ Combos _____

**Pass Thru ... Chase Right ... Follow Your Neighbor ... &
Spread ... Single Hinge ... Men Run ...**

**Pass Thru ... Chase Right ... Follow Your Neighbor ...
Trade the Wave ... Men Run ... Wheel & Deal ... Sweep $\frac{1}{4}$
...**

**Veer Left ... Crossfire ... Walk & Dodge ... Chase Right
... Box Circulate twice ... Men Run ...**

**Touch $\frac{1}{4}$... Peel Off ... Crossfire ... Follow Your Neighbor ...
Right & Left Thru ...**

**Veer Left ... Crossfire ... Peel the Top ... Men Run ...
Wheel & Deal ... Sweep $\frac{1}{4}$...**

**Right & Left Thru ... & Roll ... Peel Off ... Wheel & Deal
... Sweep $\frac{1}{4}$...**

**Right & Left Thru ... & Roll ... Box Circulate ... Peel Off
... Ladies Trade ... Bend the Line ...**

Equivalents

All these equivalents assume normal facing couples.

Star Thru Equivalents

Box the Gnat ... Face your partner ...

Right & Left Thru ... Flutterwheel ... Sweep $\frac{1}{4}$...

Right & Left Thru ... Pass the Ocean ... Right & Left Thru ...

Right & Left Thru ... Rollaway ... Slide Thru ... Partner Trade ...

Right & Left Thru ... Swing Thru ... Ladies Trade ... Men Run ... Bend the Line ...

Veer Left ... Chain Down the Line ...

Pass the Ocean ... Ladies Cross Fold ...

Swing Thru Spin the Top ... Right & Left Thru ...

Swing Thru ... Boys Trade ... Boys Run ... Bend the Line ...

Touch $\frac{1}{4}$... Scoot Back ... Men Run ...

Dixie Style to an Ocean Wave ... Men Cross Fold ...

Two Ladies Chain ... Dixie Style to an Ocean Wave ... Ladies Trade ... Men Cross Fold ...

Pass The Ocean ... Turn Thru ... U-Turn Back ...

Right & Left Thru ... Rollaway ... Touch $\frac{1}{4}$... Boys Run ...

Touch $\frac{1}{4}$... Scoot Back ... Men Run ...

= Star Thru

Pass the Ocean ... Men Trade ... Recycle ...

Swing Thru ... Ladies Trade ... Men Run ... Half Tag the Line ... Box Circulate ... Men Run ...

Pass the Ocean ... Cast Off 3/4 ... and Roll ...

Swing Thru Twice ... Linear Cycle ...

Step to a Wave ... Fan the Top ... Men Cross Fold ... Right & Left Thru ...

Right & Left Thru ... Pass Thru ... Chase Right ... Peel Off ... Bend the Line ...

Right & Left Thru ... Single Circle to a Wave ... Men Trade ... Men Run ... Bend The Line ...

Right & Left Thru & Roll ... Men Run ... Circle $\frac{1}{2}$...

Step to a Wave ... Men Trade ... Single Hinge ... Box Circulate ... Men Run ...

Single Circle To A Wave ... Men Run ... Bend the Line ...

Pass Thru Equivalents

Right & Left Thru with a full turn

DoSaDo 1 $\frac{1}{2}$

Square Thru 5 hands

Veer Left/Right ... Veer Right/Left ...

Box the Gnat ... U-Turn Back ...

Right & Left Thru ... Square Thru $\frac{3}{4}$...

Right & Left Thru ... California Twirl ...

= Pass Thru

Swing Thru ... Spin the Top ... Right & Left Thru ... Slide Thru ... Partner Trade ...

Flutterwheel ... Pass the Ocean ... Single Hinge ... Walk & Dodge ...

Circle Four $\frac{1}{2}$... Veer Left ... Cross Fire ... Walk & Dodge ...

2 Ladies Chain ... Square Thru $\frac{3}{4}$... Chase Right ... Box Circulate ... Men Run ...

Right & Left Thru ... Touch $\frac{1}{4}$... Peel Off ... Couples Hinge ... Veer Left ...

Right & Left Thru & Roll ... Men Run ... $\frac{1}{2}$ Square Thru ...

Pass the Ocean ... Men Trade ... Single Hinge ... Walk & Dodge ...

Right & Left Thru ... Pass the Ocean ... Explode the Wave ...

Right & Left Thru Equivalents

Swing Thru twice (OW)

Circle Four Half Way

Promenade Half

Two Ladies Chain ... Flutterwheel ...

Slide Thru ... Pass the Ocean (OW)

Swing Thru ... Men Trade ... Box the Gnat ...

Box The Gnat ... Turn Thru ... Partner Trade ...

Two Men Turn $\frac{1}{2}$ by the Right/Left ... Two Ladies Turn $\frac{1}{2}$ by the Right/Left

= Right & Left Thru

Spin the Top twice (OW)

Veer Left/Right ... Wheel & Deal ...

Pass the Ocean ... Swing Thru ... Cast Off $\frac{3}{4}$ (Arm Turn Right $\frac{3}{4}$) ... Walk and Dodge ... Partner Trade

Pass Thru ... Partner Trade ...

Rollaway ... Box the Gnat ...

Flutter Wheel ... Reverse Flutter Wheel ...

Step (or DoSaDo) to a Wave ... Ladies Trade ... Recycle ...

Pass the Ocean ... Recycle ... Veer Left ... Couples Trade ... Bend the Line ...

Single Circle to a Wave ... Boys Cross Run ... Girls Run ... Wheel and Deal ...

Spin the Top ... Men Run ... Half Tag the Line... Scoot Back ... Men Run ...

Swing Thru ... Centers Run ... Half Tag ... Trade ... & Roll ...

Touch $\frac{1}{4}$... Follow Your Neighbor ... Pass Thru ... Partner Trade ...

Touch $\frac{1}{4}$... Follow Your Neighbor ... & Spread ... Right & Left Thru ...

Rollaway ... Single Circle to a Wave ... (OW)

Two Ladies Chain Equivalents

Reverse Flutter Wheel

Swing Thru ... Box the Gnat ... Right & Left Thru ...

Swing Thru ... Turn Thru ... Partner Trade ...

Swing Thru ... Boys Run ... Bend the Line ... Slide Thru ...

Right and Left Thru ... Flutter Wheel ...

Slide Thru ... Swing Thru ... Boys Run ... Bend the Line ...

Pass the Ocean ... Recycle ... Star Thru ...

Star Thru ... Touch $\frac{1}{4}$... Box Circulate ... Men Run ...

Touch $\frac{1}{4}$... Box Circulate ... Single Hinge ... Right & Left Thru ...

Step to a Wave ... Ladies Trade ... Recycle ... Right & Left Thru ...

Pass the Ocean ... Single Hinge ... Walk & Dodge ... Partner Trade ...

Spin the Top ... Men Run ... Couples Trade ... Bend the Line ...

Spin the Top ... Men Run ... Half Tag the Line ... Box Circulate ... Men Run ...

Pass the Ocean ... Ladies Trade ... Linear Cycle ...

Pass the Ocean ... Swing Thru ... Single Hinge ... & Roll ... Slide Thru ...

Pass the Ocean ... Fan the Top ... Right & Left Thru ...

Conversion Modules

ZB-ZL

Right & Left Thru ... Pass to the Center ... Flutterwheel ... Double Pass Thru ... 1st Couple Right, Next Couple Left ...

Centers Partner Trade ... Reverse Flutterwheel ... Double Pass Thru ... 1st Couple Left, Next Couple Right ...

Swing Thru ... Ends Circulate ... Centers Trade ... Centers Run ... Bend the Line ...

Swing Thru ... Men Circulate ... Men Trade ... Men Run ... Bend the Line ...

Swing Thru ... Men Run ... Men Circulate ... Wheel & Deal ... Star Thru ...

Spin Chain Thru ... All Eight Circulate ... Men Run ... Bend the Line ...

Swing Thru ... Spin Chain Thru ... Swing Thru ... Men Run ... Bend the Line ...

Swing Thru ... Spin Chain Thru ... Recycle ... Slide Thru ...

Step to an Ocean Wave ... Scoot Back ... Ladies Circulate ... Men Run ... Bend the Line ...

Pass Thru ... Outsides Cloverleaf ... Centers Circle Left $\frac{3}{4}$... All Double Pass Thru ... 1st Couple Right, Next Couple Left ...

Circle to a Line ... Right & Left Thru ... Diagonal End Ladies Chain ...

ZB-ZL**Plus Calls**

Fan the Top ... Grand Swing Thru ... Men Run ... Wheel & Deal ...

Swing Thru ... Acey Deucey ... Men Run ... Bend the Line ...

Swing Thru ... Acey Deucey ... Explode the Wave ... Tag the Line In ...

Swing Thru ... Acey Duecey ... Men Run ... Wheel & Deal ... Circle Left $\frac{3}{4}$...

Touch $\frac{1}{4}$... Split Circulate ... Single Hinge ... Acey Deucey ... Linear Cycle ...

Swing Thru ... Men Trade ... Ladies Circulate ... Ladies Fold ... Peel Off ... Bend the Line ...

ZL-ZB

Touch $\frac{1}{4}$... Single File Circulate ... Men Run ...

Pass Thru ... Wheel & Deal ... Centers Flutterwheel ... Pass Thru ...

Pass Thru ... Wheel & Deal ... Centers Swing Thru ... Turn Thru ...

Pass Thru ... Wheel & Deal ... Centers Swing Thru ... Box the Gnat ... Pass Thru ...

Pass Thru ... Wheel & Deal ... Centers Star Thru ... Two Ladies Chain ... $\frac{1}{2}$ Square Thru ...

Right & Left Thru ... Slide Thru ... Step to an Ocean Wave ... Men (or Ladies) Circulate ... (OW)

Note: The module ends in an Ocean Wave.

ZL-ZB

**½ Square Thru ... Trade By ... Step to an Ocean Wave ...
Men Circulate ... Right & Left Thru ...**

**Two Ladies Chain ... Spin the Top ... Spin Chain Thru ...
Right & Left Thru ...**

**Diagonal End Ladies Chain ... Pass Thru ... Wheel &
Deal ... Centers California Twirl ...**

**Spin the Top ... Men Run ... Men Circulate ... Wheel &
Deal ... Dive Thru ... Pass Thru ...**

**Pass Thru ... Wheel & Deal ... Centers Circle Right $\frac{3}{4}$...
Slide Thru ... Pass Thru ...**

**Pass Thru ... Wheel & Deal ... Centers Star Thru ... Same
2 Lead Right ...**

**Pass the Ocean ... Split Circulate ... Centers Box Circu-
late ... Men Run ... Star Thru ... Right & Left Thru ...**

**Veer Left ... Couples Hinge ... Ferris Wheel ... Reverse
Flutterwheel ... Centers Pass Thru ...**

**Pass Thru ... Wheel & Deal ... Centers Swing Thru ...
Turn Thru ...**

Plus Calls

**Pass the Ocean ... Acey Deucey ... Recycle ... Pass Thru
... Trade By ...**

**Ends Only Load the Boat ... Centers Spin the Top ...
Ping Pong Circulate ... Extend ... Recycle ...**

**Grand Swing Thru ... Single Hinge ... & Roll ... Load the
Boat ...**

ZL-ZB

Right & Left Thru ... Load the Boat ... Spin Chain & Exchange the Gears ... Recycle ...

Touch $\frac{1}{4}$... Coordinate ... Men Trade ... Wheel & Deal ...

Single Circle to a Wave ... Grand Swing Thru ... Men Run ... Cast Off ...

Pass the Ocean ... Spin Chain & Exchange the Gears ... Ladies Trade ... All Eight Circulate ... (OW)

Right & Left Thru ... Pass the Ocean ... Spin Chain and Exchange the Gears ... Recycle ...

Quadrant Rotation Setups

ZS-ZB 0° (Home)

Four Ladies Chain $\frac{3}{4}$... Sides Couples Circle
Left $\frac{3}{4}$... Centers Pass Thru ... Star Thru ... Cir-
cle Four to the Left $\frac{3}{4}$...



Sides Flutter Wheel ... Sweep $\frac{1}{4}$... Pass Thru ...



Heads Pass Thru ... Separate Around 1 to a Line
... Everybody Star Thru ... Centers Pass Thru ...
Right & Left Thru the outside two ...



Heads Pass Thru ... Separate ... Around Two ... Every-
body Star Thru ... California Twirl ...

Side Ladies Chain ... Head Couples Promenade $\frac{3}{4}$...
Centers Pass Thru ...

Sides Right & Left Thru ... Touch $\frac{1}{4}$... Box Circulate
Twice ... Centers Run ...

Sides Pass Thru ... Cloverleaf ... Zoom ... Centers Right
& Left Thru ... Pass Thru ...

ZS-ZB 90° CW

Circle Eight to the Right $\frac{3}{4}$... Sides
Square Thru ...



Heads Promenade $\frac{3}{4}$... Sides Circle Left
 $\frac{3}{4}$... Sides Half Square Thru ...



Head Couples Promenade $\frac{3}{4}$... Side Ladies Chain ...
Pass Thru ...

Four Ladies Chain ... Heads Star Thru ... Zoom ... Cen-
ters Pass Thru ...

**Heads Flutter Wheel ... Star Thru ... Zoom ... Centers
Flutter Wheel ... Centers Pass Thru ...**

**4 Ladies Chain ... Head Square Thru ... Pass to the Cen-
ter ... Centers Pass Thru ...**

ZS-ZB 180°

All 8 Circle $\frac{1}{2}$... Sides Square Thru ...

**Heads Promenade $\frac{1}{2}$... Sides Flutter Wheel ...
Star Thru ... Pass Thru ...**



**Heads Right & Left Thru ... Sides $\frac{1}{2}$ Square Thru
...**



**Sides Star Thru ... Everybody Double Pass Thru
... Lead Couples Trade ... Right & Left Thru ...**



**Heads Pass Thru ... Separate Around One to a
Line ... All Star Thru ... Zoom ... Centers Pass Thru ...**

**Sides Star Thru ... Zoom ... Centers Right & Left Thru ...
Zoom ... New Centers Pass Thru ...**

**Side Couples Pass Thru ... Cloverleaf ... Everybody
Double Pass Thru ... Lead Couples California Twirl ...**

**Head Couples Star Thru ... All Double Pass Thru ...
Zoom ... Cloverleaf ... Centers Pass Thru ...**

ZS-ZB 90° CCW

Four Ladies Chain ... Heads/Sides $\frac{1}{2}$ Square
Thru ... Right & Left Thru ...



Heads Circle Four Left $\frac{3}{4}$... Zoom ... Cen-
ters Flutter Wheel ... Pass Thru ...



Four Ladies Chain ... Heads Star Thru ... All Double
Pass Thru ... Lead Couples California Twirl ...

Circle Eight to the Left $\frac{3}{4}$... Sides Flutter Wheel ...
Sweep $\frac{1}{4}$... Pass Thru ...

Four Ladies Chain ... All Rollaway ... Heads Square Thru
... Box the Gnat ...

ZS-ZL 0°

Heads Promenade $\frac{3}{4}$... Sides Square Thru $\frac{3}{4}$
... Circle Four Left $\frac{3}{4}$...

ZL 0°



Heads Lead Right ... Veer Left ... Couples
Trade ... Couples Circulate ... Bend the Line



...



Heads Promenade $\frac{1}{2}$... Sides Circle Left $\frac{3}{4}$
... Double Pass Thru ... 1st Left, Next Right ...

Four Ladies Chain $\frac{3}{4}$... Four Ladies Chain Across ...
Sides Turn Thru ... Separate ... Around 1 to a Line ...

ZS-ZL 90° CW

ZL 90° CW

Sides Promenade $\frac{1}{2}$... Lead Right ... Veer Left
... Couples Circulate ... Bend the Line ...



Heads Circle Left $\frac{3}{4}$... Everybody Double
Pass Thru ... 1st Couple Right, Next Left ...

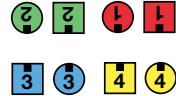


Sides Promenade Outside $\frac{3}{4}$... Head Couples Pass Thru ... Circle Four Left $\frac{3}{4}$... Right & Left Thru ...

ZS-ZL 180°

ZL 180°

Sides Circle Four to the Left $\frac{1}{4}$ (or $1\frac{1}{4}$) ...
Double Pass Thru ... 1st Left, Next Right ...



Sides Promenade $\frac{1}{2}$... Heads Lead Right ...
Veer Left ... Bend the Line ...



Sides Circle Right $\frac{3}{4}$... Double Pass Thru ... 1st Left, Next Right ...

Side Ladies Chain ... Sides Flutter Wheel ... Sweep $\frac{1}{4}$...
Double Pass Thru ... 1st Left, Next Right ...

Head Ladies Chain ... Side Couples Right & Left Thru ...
Head Couples $\frac{1}{2}$ Square Thru ... Circle Four to the Right $\frac{3}{4}$...

Side Ladies Chain ... Pass Thru ... Cloverleaf ... Double
Pass Thru ... 1st Right, Next Left ...

ZS-ZL 90° CCW

ZL 90° CCW

Sides Lead Right ... Circle Left $\frac{3}{4}$...

Heads Promenade $\frac{3}{4}$... Sides Circle Left $\frac{1}{2}$...
Double Pass Thru ... 1st Left, Next Right ...



Sides Lead Right ... Touch $\frac{1}{4}$... Split Circulate ... Men Run ...



Side Ladies Chain ... Same Couples $\frac{1}{2}$ Square Thru ...
Swing Thru ... Men Run ... Bend the Line ...

**4 Ladies Chain $\frac{3}{4}$... Side Couples $\frac{1}{2}$ Square Thru ...
Flutter Wheel ... Sweep $\frac{1}{4}$... Right & Left Thru ...**

**Sides Lead Right ... Veer Left ... Bend the Line ... Right
& Left Thru ...**

**4 Ladies Chain $\frac{3}{4}$... Everybody Half Sashay ... Head
Couples Square Thru ... Split Two ... Around 1 to a Line**

**4 Ladies Chain $\frac{3}{4}$... Head Couples $\frac{1}{2}$ Square Thru ... $\frac{1}{2}$
Square Thru outside 2 ... Bend the Line ...**

**4 Ladies Chain $\frac{3}{4}$... Head Couples $\frac{1}{2}$ Square Thru ...
Split the outside two Around 1 to a Line ... Tag the Line
Out ... Bend the Line ...**

**Heads Touch $\frac{1}{4}$... Walk & Dodge ... Touch $\frac{1}{4}$... Walk &
Dodge ... Bend the Line ...**

**Sides Right & Left Thru ... Head Ladies Chain ... Head
Couples Pass Thru ... Cloverleaf ... Double Pass Thru ...
1st Left, Next Right ...**

**Head Couples Rollaway ... Pass Thru ... Both Turn Right
Single File ... Around Two to a Line ...**

ZS-ZS Modules

**Four Ladies Chain ... Heads/Sides Flutterwheel ...
Sides/Heads Flutterwheel ...**

Note: Rotates the set 180°

**Heads/Sides Pass Thru ... Separate Around 1 ... Into the
Middle Pass Thru ... Split the Outside Two ... Around 1
... Down the Middle Pass Thru... Swing**

Note: The routine was known as Goal Posting.

**Everybody California Twirl ... Men Run ... Heads/Sides
Circulate ... Sides/Heads Circulate ... All Four Men Run
... Four Men Reverse Flutter Wheel ... Circle Eight 1/2 to
home ...**

**Head/Side couples go Forward & Back ... Forward again
and Turn the opposite Lady with a Right Hand Around ...
Back to your Partner with a Left Hand Around ... Now
the corner Lady with a Right Hand Around ... Back to the
Partner with a Left Hand Around ... DoSaDo Corner ...
Promenade**

**Circle Left ... Ladies Center Men Sashay ... Circle Left ...
Ladies Center Men Sashay ... Circle Left ... Do Paso ...
Four Ladies Chain ... Promenade Home**

**Allemande Left ... Ladies Star Right ... Allemande Left ...
Men Star Right ... Allemande Left ... etc.**

Note: Triple Allemande

**Allemande Left ... Ladies Star Right ... Men Promenade
... Allemande Left ... Men Star Right ... Ladies Prome-
nade ... Allemande Left ... etc.**

Allemande Left & Head Couples Star ... Sides walk around, but not too far ... Allemande Left & Side Couples Star ... Heads walk around but not too far ... Allemande Left & Right & Left Grand

Allemande Left ... Ladies Star Right & Gents Promenade ... Skip that girl Allemande the next ... Gents Star Right & Ladies Promenade ... Skip that girl Allemande the next ... Ladies Star Right & Gents Promenade ... Skip that girl Allemande the next ... Gents Star Right & Ladies Promenade ... Skip that girl & guess who Original corner DoSaDo ... Back to your Partner Right & Left Grand

Heads/Sides take your corner Forward & Back ... Same 4 Circle Left ... Same 4 Star Left ... Arm Turn Partner Right ... Allemande Left ... etc.

Side Ladies Chain ... Heads Promenade $\frac{3}{4}$... Double Pass Thru ... Cloverleaf ... Double Pass Thru ... Cloverleaf ... Centers Star Thru ...

Allemande Left & Alamo Style ... Heads Walk & Dodge ... Sides Walk & Dodge ... All California Twirl ... 4 Men Reverse Flutter Wheel ...

Four Ladies Chain ... All Rollaway ... Sides Face Grand Square, 10 steps ... Allemande left

Allemande Left ... Right & Left Grand ... Box the Gnat (with Partner)...Wrong Way Grand ...Turn Partner by the Right to a Wrong Way Thar (Boys back up) ... Shoot the Star ... Allemande Left

Allemande Left ... Box the Gnat with the Partner... Wrong Way Grand ... Box the Gnat ... Men Star Left One Time ... DoSaDo (Partner) ...

2 {Head Couples Circle Left $\frac{3}{4}$... Zoom ... Center Couples Circle Right $\frac{3}{4}$ (and backaway)}

Four Ladies Chain $\frac{3}{4}$... Head Position Promenade $\frac{3}{4}$... Others Square Thru $\frac{3}{4}$... Circle Left $\frac{3}{4}$... Square Thru 3 ... Allemande Left ...

Allemande Left with the Corner ... Box the Gnat with your Partner ... Four Ladies Promenade Inside ... Turn Partner Right & face the center ...

Put the Ladies in the center back to back ... Men Promenade the outside track ... Turn Partner Left ($\frac{1}{2}$ or $1 \frac{1}{2}$) ... Put the men in the center back to back ... Ladies Promenade the outside track ... Turn Partner Left ... To the corner DoSaDo ... Come back to the Partner ...

Four Ladies Chain across ... Head Ladies Chain $\frac{3}{4}$ & Side Men turn them ... Circle Left ... Those that can Right & Left Thru ... Others Star Thru ... Pass Thru ... Left Allemande

Four Ladies Chain ... Couples 1&2 Rollaway ... Circle Eight ... Three Couples Rollaway ... Circle Left ... Three Couples Rollaway ... Allemande Left

Heads Box The Gnat ... Pass Thru ... Separate Around Two To A Line ... (Two) Boys (Together) Half Sashay ... (Two) Girls (Together) Half Sashay ... (Couple in the) Center Half Sashay ... Everybody Half Sashay ... Left Allemande ... Face In

Fractional Zeros

Fractional Zeros are modules that must be repeated two or more times to zero out.

ZL-ZL

2 {Star Thru ... Dive Thru ... Pass Thru ... Star Thru ... Right & Left Thru ...}

2 {1/2 Square Thru ... Trade By ... Star Thru ...}

2 {Pass Thru ... Wheel & Deal ... Centers Pass Thru ... Star Thru ...}

Note: Turns set 180° Degrees

2 {Just the Ends of the Line Star Thru ... Same 2 Pass Thru ... Separate Around 1 to a Line ... Everybody Box the Gnat with the opposite ... Back away ...}

2 {Square Thru 4 ... Centers Square Thru 3 ... Centers In ... Cast Off $\frac{3}{4}$...}

Note: MMGG SqT on second time thru.

2 {Pass Thru ... Tag the Line ... Centers In ... Cast Off $\frac{3}{4}$...}

2 {Touch $\frac{1}{4}$... Single File Circulate 2 places ... Cast Off $\frac{3}{4}$... Right & Left Thru ...}

3 {Pass Thru ... Wheel & Deal ... Double Pass Thru ... Centers In ... Cast Off $\frac{3}{4}$...}

3 {Pass Thru ... Wheel & Deal ... Centers U-Turn Back ... Centers In ... Cast Off $\frac{3}{4}$...}

3 {Pass Thru ... Wheel & Deal ... Peel Off ...}

3 {Pass thru ... Wheel & Deal ... Zoom ... Double Pass Thru ... Face your partner ...}

3 {Spin the Top ... Turn Thru ... Centers Pass Thru ... Center In ... Cast Off $\frac{3}{4}$...}

3 {Spin the Top ... Centers Run ... Tag the Line In ...}

4 {Spin the Top ... Ladies Circulate ... Men Trade ... Men Run ... Bend the Line ...}

4 {Touch $\frac{1}{4}$... Single File Circulate ... Men Run ... Slide Thru ...}

ZB-ZB

2 {Touch $\frac{1}{4}$... Split Circulate ... Centers Circulate ... Split Circulate ... Centers Circulate ... Men Run ... Wheel & Deal ...}

2 {Dive Thru ... Pass Thru ... Star Thru ... Right & Left Thru ... Star Thru ...}

2 {Swing Thru ... Men Run ... Bend the Line ... Star Thru ...}

2 {Split Two Around 1 to a Line ... Star Thru ... Trade By ...}

2 {Star Thru ... Pass Thru ... Wheel & Deal ... Centers Pass Thru ...}

2 {Square Thru 4 ... Tag the Line In ... Square Thru Four ... Trade By ...}

2 {Spin the Top ... Men Run ... Wheel & Deal ... Sweep $\frac{1}{4}$...}

2 { $\frac{1}{2}$ Square Thru ... Wheel & Deal ... Centers Pass Thru ...}

3 {Swing Thru ... Centers Trade ... Tag the Line In ... Square Thru ... Trade By ...}

3 {Swing Thru ... Centers Run ... Tag the Line In ... Square Thru ... Trade By ...}

2 {Swing Thru ... Cast Off $\frac{3}{4}$... Centers Trade ...}

2 {Swing Thru ... Men Run ... Couples Circulate ... Wheel & Deal ...}

3 {Swing Thru ... All 8 Circulate ... Cast Off $\frac{3}{4}$...}

3 {Swing Thru ... Cast Off $\frac{3}{4}$... All 8 Circulate ...}

3 {Spin Chain Thru ... Ends Circulate ... Centers Trade ... Cast Off $\frac{3}{4}$...}

2 {Spin Chain Thru ... Ends Circulate Twice ... Swing Thru ... Cast Off $\frac{3}{4}$...}

2 {Swing Thru ... Cast Off $\frac{3}{4}$... Walk & Dodge ... Partner Tag ... Trade by ...}

3 {(From an Ocean Wave) Single Hinge ... Centers Trade ...}

3 {(From an Ocean Wave) Cast Off $\frac{3}{4}$... Centers Trade ...}

4 {Swing Thru ... Ladies Circulate ... Men Run ... Wheel & Deal ...}

4 {Spin Chain Thru ... Ladies Circulate ... Men Run ... Wheel & Deal ...}

6 {(From an Ocean Wave) Ends Circulate ... Cast Off $\frac{3}{4}$...}

2 {Step to a Wave ... All 8 Circulate ... Linear Cycle ... Star Thru ...}

Note: See Fractional Zeros. The sequence must be repeated twice. This flip flops the set.